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APRIL 2001

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BOOGA**

**Will Visual Concepts'
brand of online
multiplayer mayhem
revive the
Dreamcast?**

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GAMECUBE**

**First and
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Mario Advance, Conker's Bad Fur Day and Spec Ops**



UNPLUGGED THIS MONTH:

APRIL 2001



Cover Story: Ooga Booga

Visual Concepts aims to take the online gaming world by storm with this innovative title. pg. 7

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A NOTE FROM THE BIG MAN:

Welcome to the first issue of IGN's downloadable PDF magazine, IGN Unplugged. Every month, the editorial crew behind IGN's gaming and entertainment sites will bring you a new magazine, packed with information about games, consoles, movies, comics, and more. This first issue is comprised of a sampling of new and existing IGN content. In upcoming issues, we will bring you plenty of original stories that you won't find anywhere else. Enjoy!



READERS' LETTERS

Visit the Private Q&A Boards, where Insiders always get the inside scoop. boards.ign.com



Gamecube: Too Human

I was looking at your Too Human FMV screens and I was wondering, are they shots from the Cube version or the original PlayStation version. The shots look great. Also is there anyway you guys can grab some concept art from some of the games in development for the Cube? I recently saw some concepts from the "Thunder Rally" game and they looked great. No doubt Thunder Rally would have killed Twisted Metal Black. Well, I'm sure a lot of Cube fans would like to know the answer to these questions as would I.

- Till

Matt responds: For those of you who don't know, Silicon Knights had originally developed its futuristic action-adventure Too Human for PlayStation. The project was later canned in favor of a still-unannounced GameCube version.

The Too Human FMV grabs featured in our GameCube preview of the game are mostly from the upcoming GameCube version. However, there are a few random screenshots of the PlayStation FMV too. All of the shots that appear to be taken off a television screen are from the GameCube burn, while three of four high-resolution FMV grabs – the baby in water, the angelic statue and the space station – are from the older PlayStation game.

It's interesting to note, however, that Silicon Knights has gone on record to say that Too Human could very well look just as good if not better than all of the FMV shots shown – but in real-time.

N64: Conker's Bad Fur Day Sequel?

I was recently at IGN64 and saw how poorly CBFD was selling. With it only selling under 55,000 games do you think Rare will risk making a sequel on the GameCube? Also, with CBFD's sales won't it possibly make other companies skeptical about making mature games on the GameCube?

- Bob

Fran responds: Word is that Rare is already preparing for a sequel named, Conker's Other Bad Fur Day. The title was solid in terms of gameplay. Its presently bad sales may be attributed to the fact that the N64 was all but dead when it was released. Especially for mature gamers.

Dreamcast: That's Funked Up

Hi, I have been checking every web site I know of to look for a release date for ToeJam&Earl 3. I cant find it anywhere not even here! What's up with that? Does anyone know when this game is coming out? At least give me a time to look forward too! I cant hardly stand this!!! Just curious ...did you ever play ToeJam&Earl 1 or 2? I prefer 1, I liked it a lot better.

-Peyton

Brandon responds: That would be because Sega ain't talkin'. The game is supposed to ship late this year, but outside that, things get a little fuzzy. And I prefer the first, which I still own.

PlayStation 2: Blood!

I was wondering if Japan has any games with red blood or do they all have green or other colored blood?

- VHD

Doug responds: Japan generally gets the red blood. It's the US and Europe that prefer the psychedelic blood (mostly to avoid an M rating). Talking to the guys at Irrational Games the other day, they said one of the most hectic stages of developing System Shock 2 was having to turn all the blood in the game green at the last minute for the German version.

PlayStation2: Name that Voice!

At the end of the Metal Gear Solid 2 demo, whose voice is that on the to be continued screen, who says "not so young anymore, huh...no wonder Naomi passed you over for the FOXDIE program"?

-Daka Saa

David Smith responds: Didja know we don't know either? That same voice is one of the unidentifiable ones in the trailer – we think it might be the mysterious Solidus, but we don't know for sure.

PlayStation 2: I Need to Choose

In your opinion what do you think is the better system (in terms of games) GameCube or PS2?

- Confused and Dazed

Dave Zdyrko responds: Dave responds: Having never played a game on the GameCube, I honestly have no idea which is the better system. Which do I think WILL be better? Again, I don't know (and I don't really care). I'm in a situation where I'll own both the GameCube and the PlayStation 2, so I'll be able to buy (or scam free copies of) any game that I want for either system.

Here's what I KNOW right now: I know that the PS2 has a lot of great games on it now and a lot more coming out in the future. I'm already happy with it as a system and with games like FFX, Silent Hill 2, MGS2, Ace Combat 4, etc. coming, it's got a bright future. At the same time, the GameCube will have games made by Nintendo on it and I strongly believe that Nintendo is the best overall developer of videogames in the world (my personal favorite is Treasure, but their track record is nowhere as deep). So, the GCN is already a must-own console for me.

But, if you can only own one of the two systems and not both? Well, feel sorry for you.

pc *Half-Life Goes Blue*

All of you Half-Life junkies out there will be happy to know that Gearbox and Sierra have announced that they will be bringing another chapter of the Black Mesa incident to the PC. Originally slated to ship exclusively for the Dreamcast with that console's version of Half-Life, Half-Life: Blue Shift will chronicle the efforts of Barney the security guard to rescue the scientists stuck in the alien infested facility. Gamers can also expect to see some enhanced characters, weapons and models as they fight through the 27 completely new levels of the game that will take them to new sections of the Black Mesa Research Facility. Expect this one to hit stores in June.



Retro Studio Woes

gamecube

Austin-based Retro Studios is having a bad year. After layoffs and two project killed, it's in trouble again.

Apparently the team working on the studio's RPG title failed to meet an April 1st deadline for software to be displayed at E3. Nintendo of Japan is reported to be frustrated by Retro's inability to meet deadline. How this will affect Metroid and the RPG's development remains unclear.

Interact GBA

gba

Interact has revealed its new peripheral lineup for the Game Boy Advance. It includes four types of carrying cases, two light sources, three battery packs, two link cables, a cleaning kit, and a GBA Game Shark for good cheating.

All of these will be displayed this May at E3.

18-Wheeler Offline

dc

Bad news for would-be Internet truckers: The Dreamcast version of AM2's 18-Wheeler American Pro Trucker will not have a multiplayer mode as previously expected.

According to Sega, online play was cut in order to make good on the May 2001 launch date.



Phantasy Star Online Version 2 Promises Much

dc

As Sega prepares to deliver the expansion pack to its hit online RPG, it's released quite a few new details to keep gamers drooling until the sequel arrives in late 2001. The new version of PSO will have two new levels - Temple and Spaceship, three versus modes - battle, scavenger hunt, and capture the flag, new MAGs based on Sega console systems, new rare items, bug fixes, and of course, anti-cheating devices.

And if you're wondering whether your old characters will still be compatible, worry no more. Not only will you be able to use your Version 1 characters, but a new setting, "Ultimate," will enable you to level up all the way to 200!

Sega President Dies

dc

Though he might not have had the celebrity status of legends like Yuji Naka or Yu Suzuki, Isao Okawa's donation of 85 billion yen (\$695 million dollars) to help SEGA pay off its debt as well as his guidance in shifting SEGA into the network and software business will always be remembered. SEGA of America issued this statement:

Sega of America regrettably announces that Isao Okawa, chairman and president of Sega Corporation, passed away on March 16, 2001, at 3:47pm due to heart failure at the Tokyo University Medical Hospital. A private vigil is scheduled for his family, and company funeral services are being planned."

Xbox on Schedule

xbox

Despite Microsoft's claims of a 2001 launch date, the industry has continually speculated that the Xbox's official release would happen sometime in 2002. That doesn't seem to be the case.

Apparently, all developers known to be delivering launch titles for the system are right on schedule for a 2001 launch. In fact, many of the developers are hinting at a mid-November 2001 premiere for the console.

M:I-2 Finds World Publisher

ps2

Infogrames announced that it's completed a deal with Viacom Consumer Products enabling the French company the worldwide rights to publish multi-platform games based on the popular movie Mission: Impossible 2. And it's coming to the PS2 first. Unfortunately, Infogrames won't reveal any more details, but the game is apparently early in development, and won't be shown at this year's Electronic Entertainment Expo.



Good news, cult fans! The upcoming DVD of Dario Argento's *Cat O'Nine Tails* is chock-full of goodies, including anamorphic transfer, Dolby Surround 2.0 tracks in English, French, and Italian, interviews with director Dario Argento, writer Dardano Sacchetti, and music composer Ennio Morricone, Theatrical Trailers and TV and Radio Spots, a radio interview with James Franciscus and Karl Malden, talent bios, a poster and still gallery. And at less than \$30, no less.

Also, the *Unbreakable* DVD features have been finalized. They are: The History of The Comic Book Superhero" and "The Making of The rain Station Sequence" featurettes, 8 deleted scenes, an M. Night Shyamalan "Home Movie," trailers and TV spots." Expect it June 26.



Where's Scott Hall? *wrestling*

Now that the ECW's gone and the WCW got bought by the WWF, popular wrestler Scott Hall has started wrestling the indy circuit, recently wrestling John Tenta of the IFW, and has since been booked for two more indy events - he'll be appearing in Sanford Florida (4/13) for the IFW, and in Dothan Alabama (5/5) for the TCW.

Triple H Says So *wrestling*

On the 4/5/01 edition of Smackdown, WWF Chairman Vince McMahon signed a match between Intercontinental Champion Chris Jericho and four-time former WWF World Champion Triple H. "The Game" said he would win the IC belt because he "felt like it." After interference from his "wife" Stephanie, he did just that.

Comic Shorts *scifi*

X-Men comics relaunch in May with all new creative teams, including a new Chris Claremont book, X-treme X-Men ... DC Comics will publish an EverQuest one-shot co-written by the game's producer, Brad McQuaid ... More new series from DC Comics this year - Deadman, Doom Patrol, Legion, Hawkman, and Kurt Busiek's Power Company ... Marvel and DC will co-publish the JLA-Avengers crossover in 2002 ...



The Vampire Hunter Rises *scifi*

At the Fanime convention held last Friday, US anime distributor Urban Vision announced plans to release the new Vampire Hunter D movie here in the US this year, including a theatrical run in September with as wide a US release as possible. If all goes well, this should be followed by a VHS and DVD release around Christmas.

The film, which is complete, has been garnering critical acclaim, including a Special Mention for Artistic Direction at the 19th Brussels International Festival of Fantasy, Thriller & Science Fiction Film.

Lara Croft in Music Video *movies*

Angelina Jolie, who will be playing Lara Croft in the *Tomb Raider* movie this summer, will be reprising her role U2's new music video, "Elevation." In the video, guitarist the Edge will be kidnapped by an evil version of U2. Lara Croft will rescue him, and the U2s will face off.

Jolie will be shooting her scenes separately in Seattle.

Robotech DVDs in June *scifi*

Starting in June, the original Robotech will appear on DVD with six episodes per disc, with a suggested retail price of \$15 apiece. That's pretty darn cheap.

Or, you can pick up a special edition DVD package for \$45 that will include not only the first two discs but also an extras disc featuring the English version of Codename: Robotech (75min.), an audio commentary track by Carl Macek and production sketches.

Mummy Returns Plot Revealed! *movies*

The Rock's character is called Maythayus before he becomes Pharaoh. He's an assassin, the only surviving member of the tribe of legendary warriors, the Akkadians, who were hired by the king of Ur to destroy evil warlord Memnon. But before they can attack, the warriors are betrayed and slaughtered. Maythayus survives the attack and discovers that Cassandra, Memnon's companion, who can see the future - is the secret to his might. Maythayus attempts to murder her, but he's stricken by her beauty, and is imprisoned. After a harrowing escape, the Rock encounters Arpid, a horse thief, and the two bond before travelling to the legendary city of Gomorrah to destroy the evil warlord.





PC Games

title	genre	publisher	release date
Everquest	RPG	Verant Interactive	04/01
Resident Evil 3: Nemesis	Adventure	Capcom	04/02
Arthur's Knights: Tales of Chivalry	Adventure	Dreamcatcher	04/02
Mega Man Legends	Action	Capcom	04/02
Sudden Strike: Forever	Strategy	Strategy First	04/02
PBY-5 Catalina	Simulation	Abacus Software	04/02
Beyond Pearl Harbor	Simulation	Valusoft	04/02
Robot Arena	Strategy	Hasbro Interactive	04/02
Worms World Party	Strategy	Interplay	04/03
Echelon	Strategy	Bethesda	04/09
Fly! II	Simulation	Gathering of Developers	04/15
Legends of Might and Magic	Action	3DO	04/15
Cossacks: European Wars	Strategy	Strategy First	04/15
Merchant Prince II	Strategy	Take 2 Interactive	04/16
Tropico	Strategy	Gathering of Developers	04/16
X-Com Enforcer	Action	Infogrames	04/17
Desperados - Wanted Dead or Alive	Strategy	Infogrames	04/18
Star Trek: Dominion Wars	Action	Simon & Schuster	04/23
Rune: Halls of Valhalla	Action	Gathering of Developers	04/24
World at War Bundle	Strategy	Talon Soft	04/27
Medieval Masters Collection	Strategy	Take 2 Interactive	04/27

DVDs

title	publisher	release date
102 Dalmatians	Disney	04/03
All the Pretty Horses	Columbia	04/03
Cleopatra: 5 Star Collection	Fox	04/03
Krull	Columbia	04/03
Lawrence of Arabia: Special Edition	Columbia	04/03
The Legend of Baggar Vance	Universal	04/03
The Million Dollar Hotel	Studio Home	04/03
Nurse Betty	USA	04/03
The Powerpuff Girls (The Mane Event)	Warner Home Video	04/03
The World According to Garp	Warner Home Video	04/03
Bounce	Disney	04/10
Boxing Helena	MGM Home	04/10
Men of Honor: Special Edition	Fox	04/10
Sabrina	Paramount	04/10
Tank Girl	MGM Home	04/10
9 to 5	Fox	04/17
Bamboozled	New Line	04/17
Billy Elliot	Universal	04/17
Ladies Man	Paramount	04/17
Space Cowboys	Warner Home Video	04/17
Tigerland	Fox	04/17
The Truth About Cats and Dogs	Fox	04/17
Finding Forrester	Columbia	04/24
Ghost	Paramount	04/24
The Mummy - Ultimate Edition	Universal	04/24
Rocky Gift Set	MGM	04/24
Vertical Limit	Columbia	04/24

**Dreamcast**

title	genre	publisher	release date
Coaster Works	Simulation	Xicat	04/03
Woody Woodpecker Racing	Racing	Konami	04/03
Worms World Party	Strategy	Interplay	04/05
PBA 2001	Sports	Bethesda	04/05
bleem! for Dreamcast	Emulator	Bleem	04/07
IHRA Drag Racing	Racing	Bethesda	04/15
Exhibition of Speed	Racing	Titus	04/15
Project Justice	Fighting	Capcom	04/15
Illbleed	Action	Jaleco	04/15
Sega Smash Pack Volume 1	Collection	Sega	04/25
Stupid Invaders	Adventure	UbiSoft	04/26
Half-Life	Shooter	Berkeley Systems	04/30

Game Boy

title	genre	publisher	release date
Snoopy Tennis	Sports	Infogrames	04/06
High heat Baseball 2002	Sports	3DO	04/16
VR Sports: Powerboat Racing	Racing	Vatical	04/19
Jimmy White's Cue Ball	Sports	Vatical	04/19
Carnivale	Action	Vatical	04/19
See-Do HydroCross 2001	Racing	Vatical	04/19
Trouballs	Puzzle	Capcom	04/23
The Land Before Time	Action	Natsume	04/26
Return of the Ninja	Action	Natsume	04/26
Ultimate Surfing	Sports	Natsume	04/29

Nintendo64

title	genre	publisher	release date
Dr. Mario 64	Puzzle	Nintendo	04/09

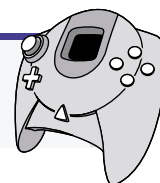
Playstation

title	genre	publisher	release date
Kasparov Chess	Strategy	Interplay	04/01
WDL: WarJetz	Action	3DO	04/02
Simpsons Wrestling	Sports	Activision	04/03
Digimon World	Simulation	Bandai	04/04
Metal Slug X	Shooter	Agetec	04/15
The Bombing Islands	Puzzle	Kemco	04/18

Playstation2

title	genre	publisher	release date
Silpheed: The Lost Planet	Shooter	Working Designs	04/10
F1 Racing Championship	Racing	UbiSoft	04/16
Star Wars: Super Bombad Racing	Racing	LucasArts	04/24
Crazy Taxi	Racing	Acclaim	04/24

COVER STORY



Ooga Booga

Visual Concepts aims to take the online gaming world by storm with this innovative title.

GAME INFO

Publisher	Sega
Developer	Visual Concepts
Genre	Action
Players	4
Release	TBA

Ah, the simple life. Lounging around on tropical islands, shrinking the heads of poor, unsuspecting tourists, and paying homage to one huge, seriously hot mama. At a glance, the daily grind in Ooga Booga isn't exactly too taxing for the Kahunas representing the four tribes of Ooga Booga Island. There's no guns, no invading aliens, and no princess to save. Just a bunch of island people living the island way. Of course, when you are this boring, the benevolent goddess who watches over you is bound to insist on spicing things up a bit, and what better way to make things interesting than to force her loyal subjects beat the crap out of each other?

This was the question facing the wild and crazy guys at Visual Concepts, and the answer is a title that seeks to change the face of multiplayer console gaming forever. Ooga Booga is a kinetic mix of classic head-to-head games crossing several genres. One part

Nintendo's Super Smash Bros., one part Konami's Poy Poy, with a dash of Virtua Tennis' thrown in for good measure, this game is a fast-paced, simple bashfest with a twist that should take this well-loved concept to new heights.

Now, we all know that Sega's premiere U.S. development group knows its way around the locker room, but how on Earth did VC end up abandoning its sports to focus on grass skirts and Tiki Masks? Executive Producer Scott Patterson explained it like this: "Visual Concepts has been around for 12 years, and over that period of time we've done more than 40 games. We've become really well known for our sports games the last few years, but we've done everything from platform games to fighters in the past."

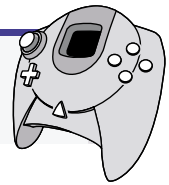
After diving headfirst into Dreamcast development, the goal at Visual Concepts became seeing how far they could push the console. "We looked at all the online games out there, because we were really becoming interested in what we could do online as a new technology, as a way to make better games. Going online is cool, but we looked at all the games out there and said 'You know, it's all either MMRPG or it's Deathmatch. There're a lot of people who aren't into those games.' We wanted to do something completely different that has all the excitement and adrenaline of playing against your buddies and playing against people in other states that you have in these games, but let's do it in a way that will be fun and original and hopefully appeal to lots of people who have never bothered going online before," said Patterson.



The legend behind Ooga Booga is one of a magical island that rises from the depths of the ocean every full moon. It seems that the Volcano Goddess from which the island derives its name, allows the native tribes of surrounding regions to rush the island and get crazy. Now, we don't have any clue why she doesn't just tune into the Olympics, but the gal requires that each of the tribes' head mojo-men, known here as "Kahunas," go balls-out in a series of crazy challenges in hopes of being the...well, Big Kahuna. Why? Because the other three tribes get a big fat helping of Volcano Goddess Wrath for failing to measure up.

Unlike the island's demanding Voodoo Queen, this game is all about making it easy on the gamer. Product Manager John Race notes, "The emphasis is on making it accessible. We've got a lot of frenetic action that happens fast, and is easy to get into. You know, you have a quick fifteen minute dose of it and you can walk away satisfied." To that end, VC is keeping the action simple. *(continued on next page)*

COVER STORY



Ooga Booga (con't.)

Visual Concepts aims to take the online gaming world by storm with this innovative title.

Ooga Booga's set-up offers several variations, but core gameplay revolves around the main event, known in these parts as "Smackdown." In this competition, the goal is to run around and beat the snot out of the other tribes. Characters can attack each other in a variety of ways, and every attack gives them a certain number of points. Much like your standard deathmatch, a round of Smackdown run a certain amount of time or to a certain number of points, but either way, you'll have plenty of ways to ensure a win. Characters can run up and "swat" opposing characters, or get a shot in from a distance by throwing shrunk heads you acquire by waiting for them to dry out and fall from trees spread across the island.

If you don't feel like waiting around for heads to roll, you can take things into your own hands by taking them from someone else. Much like modern kart racers, each time you whack an opponent, he will drop a certain number of heads, which you can then grab for later use.

Heads also play an important strategic role, as you can use them to charge up sentry towers called Tikis, which will come to life and unload on opponents if charged with enough heads. These Tikis often guard entrances to power-ups or heads, so controlling them can be the

difference between winning and losing.

The most amusing thing to control, however, are Ooga Booga Island's other residents, the animals. Players can walk up and smack a boar, and while it's dazed, hop on and ram the frantic creature into enemy Kahunas. The more ya smack 'em, the more pissed these guys get, and the more damage they'll do. You can also hitch a ride with birds on the island, removing you from immediate danger on the ground, and giving you the chance to drop a little death from above.

Aside from these basic attacks, you've also got magic. The game features a ton of spells, from lightning bolts, fireballs, and homing heads to the mighty cataclysms - a series of progressively powerful spells built one piece at a time. From time to time, Ooga Booga will toss out pieces of enchanted lava from her Volcanic lair, called the "Hearts of Ooga Booga," and each heart will give players the power to cast a more powerful spell. Lower level cataclysms include lighting clouds and tornadoes, but if you collect enough hearts, and you can unleash the fury of Ooga Booga herself, with your Kahuna doubling in size and gaining volcano-charged firepower. Race describes the chaos that follows in a way that can't help but get us excited: "You know how you can throw heads and swat? When you're a Giant Kahuna, when you throw a head, you throw a meteor, and when you swat, you catch people on fire when you smack them. You can even chase people into the ocean, and because you're so big, you can walk in the ocean while they're trying to swim away from you. It's a lot of fun."

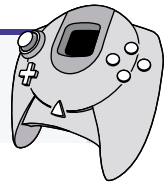


The only problem is, if you get smacked around while gathering up enough lava, you'll drop what you've collected, and someone else might reap the benefits of your packrat ways. This will add a ton of strategy to how you have to play the game, and we're just talking basic Smackdown here! There are several other modes of play, including "Boar Polo," where each player rides a boar and tries to shove a giant ball into a goal on the opposite side of the island. You can choose to hop on a boar and go for the goal, or hop off and cast spells at the opposing team to keep them from scoring, or you could just run around on your boar slamming into anything that moves. *(continued on next page)*

COVER STORY

Ooga Booga (con't.)

Visual Concepts aims to take the online gaming world by storm with this innovative title.



Another favorite of ours involves our furry friends, called "Rodeo." As the name would imply, the goal is to try to stay on a boar as long as possible, and you gain points for every second you ride. The problem is, there's only one boar, and 3 other Kahunas who are trying to knock you off the block. Think of it as a kind of roaming "King of the Hill." Other game types include "Tiki Wars," a roaming domination-style game where you take your Tiki to a scoring zone while fending off would-be Tiki-thieving opponents, as well as "Destroy the Idol," which is Ooga Booga's take on "Capture the Flag."

As you can see, Visual Concepts is adding a lot of depth here, but they're still tweaking each of the game's four tribes' strengths and weaknesses. Not only that, but each of the tribes' corresponding islands have their own look and feel that is directly tied to the Kahuna in question. That said, we figured you guys would dig a closer look at each of the game's four tribes, because we all know how hard it is to dish out a slice of Whupass Pie when you don't know your Fatties from your Hotties.



The Fatty Tribe

As the name would imply, the Fatty tribe is made up of the chubby kids who used to get picked on in grade school, but they're all grown up now. These big guys may be on the tubby side, but they can take one helluva pounding. Of course, their considerable size means that they can dish it out as well as they can take it, but the problem with all this extra bulk is that Fatties aren't exactly the fastest Kahunas on the island. The Fatty tribe's islands are a lot like the Fatties themselves. Big, round dunes and wide open spaces give them plenty of room to lower the boom on the other guy.

The Hotty Tribe

A tribe of seriously saucy females, the Hotties are classic Amazon warrior women with a soft spot for pyrotechnics, as they have an affinity towards fire spells. They're extremely athletic, and as a result have the bonus of being the best balanced characters in Ooga Booga. They're not the slowest tribe, but then again they ain't the fastest, either. They don't lay out the heaviest beatdowns, but they aren't the biggest wusses on the island...you get the idea. The Hotties like it...well...hot, so expect their island to feature more volcanic action, including jaggy rocks and lots of flowing lava.



The Twitchy Tribe

The Twitchies are the smallest tribe on the island, but don't you dare call them shrimps, because like most little guys, they have some big friends. The Twitchy tribe makes up for its lack of might by working well with the animals of Ooga Booga Island, making it harder to unseat them when riding an animal. They are tiny though, so when you get in a good whack, they'll really go flying. Their islands are the perfect hangout for them and their animal pals, as they prefer roughing it in lush green forests.

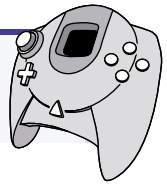
The Hoodoo Tribe

Last but not least is the Hoodoo Tribe, and nobody do the Voodoo like the Hoodoo, as this creepy tribe casts the most powerful spells on the island. These guys float around like ghosts, and like your typical spell-caster, they prefer to stand back and let their magic do the work, as they're a bit weaker in direct combat than other tribes. Their islands are spooky reflections of the Hoodoo themselves - abandoned, run-down, and grown over.



(continued on next page)

COVER STORY



Ooga Booga (con't.)

Visual Concepts aims to take the online gaming world by storm with this innovative title.

Now that you know a bit more about who the Kahunas are and what they'll be doing, let's take a look at how Visual Concepts plans to make Ooga Booga the 'Net's next big thing. The entire game will be set up in a similar fashion to most tournament-based, ladder-style First Person Shooters. As far as multi-player is concerned, OB will give gamers the chance to play online or off, thanks to splitscreen play and the handy dandy Dreamcast modem. Up to four Kahunas can compete at once, and VC has thought of all the options, allowing gamers to go split-screen on one Dreamcast, or two players can play split-screen against two more players on up to two additional Dreamcasts via the web, and of course, four Dreamcasts can log on and enjoy a little full-screen anarchy.

Online, Ooga Booga will set new standards in terms of latency and playability. The team has managed to improve upon the online technology used for the 2K1 sports titles, and our playtest revealed that experience has really helped VC, as this game has almost ZERO lag over the Dreamcast modem. Patterson explains: "We used the basic technology we developed for NFL2K1 and NBA2K1, in which we figured out how to send information in a very, very compact fashion between Dreamcasts, and then we're also doing some techniques that

we didn't do in football and basketball that removes latency from the control. That's some "fancy" technology that we've come up with. It means that you effectively have a latency free-playing experience."

The single player game also promises to offer a lot of depth, with a full set of unlockable aspects, from spells to islands to the game's creative "mask" system. Ooga Booga will feature a series of AI challenges, and as you progress, you'll play other Kahunas. Beating them will give you access to their masks, some of which contain special powers. Say one Kahuna you beat in a fireball-only challenge surrenders his fire mask. You can slap it on in the next round and gain a more powerful fire spell and use it against other Kahunas. Pretty cool, huh?

In addition to masks, OB has a dedicated experience system. As you play the game, you'll gain experience points for victory in single and multi-player competitions, which allow you to unlock everything from new spells to victory dances and new character masks.

As an added incentive for players to explore the single and multi-player ladders, VC has added a system that Patterson claims will be a primary source of chest beating. As you unlock things, you can host online games that will allow other players to get a taste of what they can gain: "When you go online, let's say I've got a number of things unlocked because I'm better at the game, or I've spent more time in the game and unlocked things. Well, if I start a game, and you join my game, then you get to use the things that I have. It gives hecka braggin' rights for the person who's totally pumped up."

Race sees it as a way to encourage players to practice up offline so that they'll be ready to compete: "We'll also have some unlockable stuff we don't want to talk about. There will be certain game modes that will be available that you might play for a long time and never see, then you join someone else's game and you see some thing that you're like 'Oh man, how the hell did he get that?'"

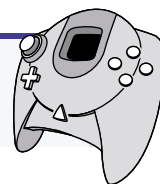
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COVER STORY

Ooga Booga (con't.)

Visual Concepts aims to take the online gaming world by storm with this innovative title.



It's this type of progression that will make the game an interesting beast online, and being the Big Kahuna will become pretty important, as Visual Concepts is bringing in some Tiki-powered tournament action for Ooga Booga. A tournament structure focused on "Clans" is being put into place. But to help separate the best from the rest, Race says you can't just be any Kahuna to join up:

"Clans will be set up in a hierarchy, so that you'll only be able to gain admittance when you've crossed a certain experience threshold. Which doesn't mean you HAVE to join that clan, but you won't be able to join them 'til you get to a certain level. That will also help sort people out by skill level a little bit. And we're hoping to have a sort of "tribal warfare," as we like to call it, where clans will be pitted against each other and there will be something akin to a tournament, except you won't be able to actually have to go find an individual player, you can just go find an individual player from that clan. So, your clan might be at war with another clan for a period of days, and you can contribute to your clan's success by just going and finding another player from the opposing clan and challenging them."

While Race and Patterson stressed that some final details are still be sorted out as the game's development kicks into high gear, from what we have played, Ooga Booga is looking like one hell of a party. Between the game's near-limitless depth, insane online options, and intuitive gameplay, this title seems to have some seriously good Mojo in store for fans of wacky multi-player action. We'll be back with new media and in-depth hands-on coverage in the near future, so keep your browsers locked on IGN.com for all the latest.





This Month In Dreamcast

Time has flown by and SEGA has gone through some monumental changes. After years of providing unique systems, front-running console technology, and some of the coolest advertisements seen, SEGA just couldn't garner mainstream appeal. While I welcome SEGA working across every console, finally showing what a real developer can do on some of these consoles, I have to admit that playing Virtua Fighter 4 on the PlayStation 2... it's going to hurt for a bit.

But as much as I'll miss SEGA brand systems, it wasn't how the Dreamcast looked that made me buy the system. It wasn't the cool "Genesis" name that made me buy the legendary 16-bit console. It was all about the games, and without a doubt, SEGA will continue to make some of the best video game titles ever played. And as we say a slow and long goodbye to the DC, I look forward to the coming crop of titles this year, enjoying every moment of playing these great SEGA titles on my Dreamcast. And so should you.

ANTHONY CHAU



Feature Story: Everything you need to know about Phantasy Star Online. pg. 13.

EDITOR'S TOP 5

1. Phantasy Star Online
2. Crazy Taxi
3. Worms World Party
4. Planet Harriers (Arcade)
5. Mars Matrix

EDITOR'S MOST WANTED

1. Phantasy Star Online V. 2
2. Dodgeball Advance (GBA)
3. Metal Gear Solid 2 (PS2)
4. New Legends (Xbox)
5. Sonic Adventure 2

Floigan Brothers pg.18



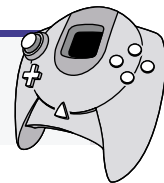
Daytona 2001 pg.19



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DREAMCAST FEATURE



Getting Along: PSO Online Etiquette

Learn proper decorum whilst traveling online to the world of Ragol.

GAME INFO

Publisher	Sega
Developer	Sonic Team
Genre	RPG
Players	4

So you just got Phantasy Star Online, one of the best Dreamcast games to date. You've read the previews, the updates, and of course, the reviews and now you're ready to venture into the mysterious world of Ragol. And when you're going solo, all you have to worry about is watching out for numero uno – that is, yourself. But once you get online – and YOU WILL get online – with Phantasy Star Online, it's a whole different ballgame. For the maximum efficiency in finishing off monsters and getting the full online experience, solid team work makes the difference between having a great online experience, or screaming obscenities to that item whore of a team mate that can't hear you. So here are some general hints, strategies, and "unwritten" guidelines to make your stay in the online world of Ragol so much more enjoyable. This is mainly for those green PSO players who are just starting their

journey, but intermediate and even veteran players may want to review this feature – there're a few things you might find useful.

Getting the Group Together

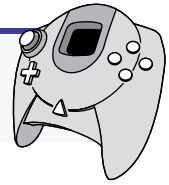
Once you get online, you'll be able to pick from several ships and blocks. More often than not, the first three blocks of every ship will be back with players, so it's often the best place to find new guys to team up. Once you're in the lobby, you'll probably encounter a number of players chillin'. So strike up a conversation with one of them, and if they happen to speak a different language than English, Sonic Team has incorporated one of the smartest language features; press the Y button to bring up the onscreen keyboard, then press the X button. You'll come to the a bunch of set text messages and by combining words together you can arrange sentences and phrases with these set words. The reason why the set message menu is important to online play with players from other countries is that these set messages are automatically translated to all five languages (English, Japanese, Spanish, French, and German). Though it's a bit limited, you can hold a simple conversation with other players with little problem.

While in the lobby, it's a good idea to match yourself up with players at the same level. You can see their levels, as well as their names, by pressing the R Trigger twice. The player's name and their level will pop-up above their head. While it's nice to start off with a bunch of players around your level, should there be a high level player in the lobby, you may want to ask them to help you out. In any case, once you have an idea who you want in your party, it's a good idea to exchange Guild cards. In PSO, this is the main way to keep in touch with other players; once you exchange Guild cards, whenever you get online to play PSO, you can search if a certain player is on if you have their Guild card, and vice versa. By exchanging Guild cards, you'll be able to send simple mail messages, that're very useful when creating a game.



So, you've got the party, now go up to the counter and create a game. It's up to you whether you want to keep the game open (so anyone can join) or keep it private with a password. It's a good idea to Simple Mail the password to the people in your party, after you've traded Guild cards. In addition, if you know who you're going to play with, it might be a good idea to ask your party who has progressed farthest in the offline game. When you beat a stage offline, you'll be able to access the next level in both offline and online modes. So, once you've established who's going to set up the game, it's time to work on the teamwork.

DREAMCAST FEATURE



Getting Along: PSO Online Etiquette (con't.)

Learn proper decorum whilst traveling online to the world of Ragol.

Class Breakdown For Teamplay

It might seem simple – get three other players and wreck havoc against the monsters on Ragol. But while charging into battle with little regard to safety might work, it won't work all the time. If you want to become an efficient PSO team, it's a good idea to plan ahead. And as I found through my extensive playing experience in PSO, there's quite a bit of strategy that mostly dictated on the class type of your character. While the following is not necessarily the "golden rule" for each class, they are my findings in what each character type should try to accomplish when playing in a team online:

Hunters

Grunts, linemen, and even blockers are the natural occupation of the Hunter. Because Hunters usually have the highest HP (health points) of any class, and they usually engage enemies face to face, the job of the Hunter, more often than not, is to grab the attention of enemies so that Rangers and Forces can finish them off from afar. That's not to say Hunters should just stand around and constantly accept the barrage of attack from enemies. They should definitely try to group

enemies together around them, making it easier not just for Rangers and Forces to pick them from afar, but also allowing them to line up enemies so that the Hunter can deliver swift justice.

Rangers

Rangers have it pretty easy. While not having the huge amount of HP as a Hunter and while they don't have the magical prowess of the Force, their accurate delivery of shots make them one of the easier characters to manage. In a group, Rangers are the go-betweeners, the multi-takers; depending on the group, Rangers take on multiple roles, but in general, Rangers should try to make everyone's lives easier. For example, if a Ranger sees a monster that is about to attack a Hunter from behind, they should shoot that enemy allowing the Hunter time to escape from the ambush. In a group of Force characters, it's a good policy to position the Ranger near the front of the Force; the Ranger may not be as good in taking hits as a Hunter, they'll probably be less likely to die from one hit from an enemy when compared to Forces. Also, unless you have a weapon that has a good accuracy rate with its special attack, try to avoid using special attacks when playing with a group since special attacks often miss more than hit.

Forces

Ah, the poor little Force characters get no respect. Hanging back close to the door, Force characters are always in danger of dying in one critical hit by any monster. However, if the other class types can do a good job of keeping the Force safe, Force characters make it really easy for everyone else. This becomes very apparent when a Force has access to the multiple hitting ice (Gibarta and Rabarta in the game) spells that can often freeze opponents in place. Forces also have the duty of healing the party, since most of the time, they'll have higher level healing spells than the other class types.



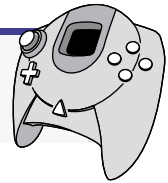
A Few "Unwritten" Guidelines to Playing PSO online

As titled above, this is not some official list of how to play online with other characters, but rather a good guideline on how to conduct oneself when playing online:

1. Spread the wealth

One of the biggest complaints is how players should divide up their winnings and treasure when playing together. So, before you jump into dungeons, decide how the group will manage treasure. Whether it's first
(continued on next page)

DREAMCAST FEATURE



Getting Along: PSO Online Etiquette (con't.)

Learn proper decorum whilst traveling online to the world of Ragol.

come first serve, or whoever kills it gets it, is up to the party. One of the best ways that I often follow is have everyone pick up every weapon or item and when someone in the party is full, everyone heads back to town and drops all the stuff they picked up. Also, when it comes to utility items (healing items and such), it's better to leave such items that you don't need on the ground for another character. For example, an Android Hunter will have no use for monofluids, so just leave them there for a Force character to pick up.

2. Everyone needs help shopping

When back in town, the weapon, item, and armor shops will be different for each character. So if you see an item that might be useful for another character, tell them about it. Remember, some Section Id's will have different items available to them in the shops.

3. Always carry Moon Atomizers

One of the most essential items when playing in groups are the Moon Atomizers. Someone in your party is going to die, and whether it's you or another member, it's also nice not to have to teleport back to the

ship hospital and work your way back down to the dungeons. And if you see a character die, it's not always a good idea to revive them when a bunch of monsters is still surrounding the downed character. In such situations, "bait" the monsters to follow your character, while another party member revives the unconscious player.

4. Cut the chit chat

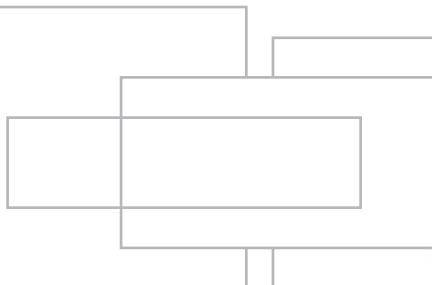
Communication is always essential when playing as a team, but you don't always need to talk all the time. And one of the worst times to have bubble text pop-up is when you're in the heat of battle. There's nothing more frustrating than having pop-up text block your view of the enemies, especially during boss battles. So, when your party is taking on an army of enemies, keep your taunts holstered until after the battle.

5. Respect trading terms

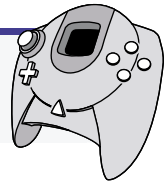
When players decide to trade with each other, don't be a prick and get in the way. For that matter, traders should often go to another area of the city for their own privacy. Good places include behind the hospital desk and the corners of the principal offices. If two players are exclusively trading with each other, leave them alone.



Hopefully, you have found all this information useful, and if you still have questions regarding Phantasy Star Online, check out our Phantasy Star Online games page at dreamcast.ign.com, where you can find a wealth of PSO related information. Good hunting.



DREAMCAST FEATURE



Getting Along: PSO Online Etiquette (con't.)

Learn proper decorum whilst traveling online to the world of Ragol.

An Interview with Phantasy Star Online creator, Yuji Naka:

IGNDC: Congratulations on PSO. It's a great achievement in video game console history and as demonstrated by the hundreds of players online yesterday, we believe it's going to do great in the US. Even as excellent a game PSO is, was there anything – like extra features or additional class types – that didn't make the final cut for PSO?

Yuji Naka: Well, there was a lot of stuff. It was a game that was supposed to originally ship last March, and it ended up shipping now. So from that you can guess, from how late it is from the original ship date, how much stuff is probably missing. I believe we were able to create something that is close to what we first envisioned. Right now, you can select from 9 different character types, but we originally planned for 18. We have sketches of all 18 characters, with male and female versions but we had to cut those out for special reason. It probably would've been better if we had added the rest of the characters, but then the game wouldn't be out yet (smiles).

IGNDC: Being the first massive online RPG project that Sonic Team has had to work on, what were some of the big hurdles getting the game online? We know that US Broadband was a little more difficulty to implement because of all the different types of Broadband, but even the narrowband experience in PSO is amazing. How did you manage to keep the game so solid for online play?

YN: There were a whole lot of things. We had to run experiments with different ISPs – dial-ups, cable modems, assorted providers... stuff like that. We didn't do it here in the US, but in Japan we did a beta test with 10,000 users where each user received a trial network edition of PSO. Working with these beta testers, we got rid of a lot of the problems.

IGNDC: Lucky guys!

YN: Well, the beta test in Japan was for the people who pre-ordered the game. We wanted to do that on a worldwide basis, but we didn't have time to.

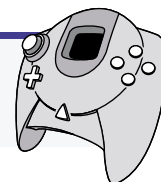
IGNDC: Over in the US, several editors received a very early version of PSO that also allowed us to play online. In this early version, we noticed a "battle mode" feature. From talking to a few Japanese beta testers, we found out this mode allowed players to hit each other. Though this battle mode isn't in the final US version, is it possible we might see it available for download online?

YN: Well, that's a hard question to answer. At this point, it's a maybe. PSO was made with co-operation to be the main focus and to make it competitive would seriously change how the game works and how the game balance works. We might release a new version of the game with the battle mode, where the gameplay balance is fixed, but it's really hard to say.

IGNDC: Speaking of which, we're wondering how do you think that worked out. We have been playing online and have played with people from Japan online, and it's pretty interesting how it's been working out. How do you think the language system worked out in the end? *(continued on next page)*



DREAMCAST FEATURE



Getting Along: PSO Online Etiquette (con't.)

Learn proper decorum whilst traveling online to the world of Ragol.



YN: We were actually taking a look at the US servers earlier this afternoon, and we did notice a lot of people – American and Japanese – playing in the same parties. I have actually gone through it to look if the Symbol Chat and Word Select system is working... we haven't got too much feedback yet. But, the fact that they are in the same party means they are trying to play together and communicate and that's a really good sign... I'm pretty happy about that. When the European version ships out, we'll have even more languages being spoken. And the fact that these people probably would have never been able to play together because of the language barrier, and now they can, I'm really looking forward to seeing that. And I hope the users are, too.

IGNDC: Yes, we have played a lot of other PC online RPGs and when we played with players from other nations, it was fun but it was impossible to communicate with them. The fact that PSO gives you a decent ability to talk to international players is very cool.

YN: If you can support even a little bit of communication, like what we have in PSO, even though it's a little awkward, I hope players will take

advantage of it.

IGNDC: Even though we know you're not necessarily fond of sequels, we were curious if you plan to bring a new Phantasy Star game back to its single player RPG form now that this project is completed?

YN: I'm not really sure, but this is the first time I've worked on the Phantasy Star series in 13 years (Ed's Note: He was the main programmer for both Phantasy Star and Phantasy Star II). I am very fond of the Phantasy Star series of games and I always said that if I wanted to do an online RPG, it would be Phantasy Star. So, depending on the reaction to PSO, maybe I'll get to work on the next Phantasy Star game right away... or (laughing) maybe I'll have to wait another 13 years. We visited a few retail stores earlier and they sold out of Phantasy Star Online, so I'm hoping US players will like the game.

We know it's still a bit too early to really talk about it a lot, but with the release of Phantasy Star Online, a lot of gamers got a chance to take a look at Sonic Adventure 2. We're wondering how is the game coming along, as we've noticed it's a lot more action-oriented and getting back to the roots of Sonic – a furiously faster game.



YN: The first Sonic game we did for the Dreamcast was a launch title, and that was still when we were learning to use the Dreamcast. But it's been a year or two since then, and now we've gotten to the point where we can tap the full power of the console and deliver a much better experience to users. And I hope that's apparent with the demo disc in the US. And it is the 10th anniversary of Sonic as well, so I hope players will look forward to it.

Oh, believe us when we say every DC owner is looking forward to it. Our last question, and we don't know how much you can comment about it. In light of all the announcements about SEGA. I'm sure all of our Dreamcast owners that read our site are hoping that Sonic Adventure 2 is not Sonic Team's last Dreamcast game. We are wondering if you guys are planning on doing anything else, not necessarily what you're doing, but if you do plan to support the Dreamcast with any other titles?

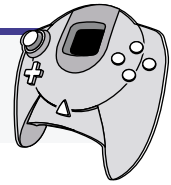
YN: Well, I can't talk about specifics yet but Sonic Adventure 2 won't be Sonic Team's last Dreamcast title (smiles).



DREAMCAST PREVIEW

Floigan Brothers

Sega's sports developers point a strange and entertaining eye to adventure.



Though their killer football and basketball titles have been getting most of the press, gamers are hearing excited whispers about Visual Concepts' Floigan Brothers. A tale of two brothers and their junkyard misadventures, FB looks to match the graphical brilliance seen in Sonic Adventure and ups the ante with a dose of humor and innovation.

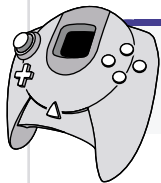
Brothers Hoigle and Moigle are two mismatched siblings with a little problem. A greedy land developer has found out that the junkyard they call home sits on top of a huge oil reserve. Needless to say, you need to save their home from said developer, a task that involves them working together as a combo of brains and brawn.

To keep things interesting, VC has created an incredible world rivaling that of a top-notch animation studio, and you get to interact with nearly everything in the environment. Perhaps the coolest aspect of this interactive nature is your relationship with Moigle himself. Not unlike a virtual pet, Hoigle's big brother will learn new tricks based on how you help him along. For example, despite his size, Moigle is a little afraid of the dark, but if you teach him to use a flashlight...get the idea? Thing is, he may be a bit slow, but he's not made out of stone. Moigle will react according to how you act towards him, and if you treat him like dirt, he'll make sure to return the favor when you need his strength.

There are a ton of mini-games incorporated to take advantage of this innovative relationship, such as where the player helps Moigle learn how to farm. While he works on his green thumb, Hoigle has to keep the birds away from his seeds. Sounds cool, eh?

GAME INFO

Publisher	Sega
Developer	Visual Concepts
Genre	Adventure
Players	1
Release	April 2001



DREAMCAST PREVIEW

Project Justice

After school fighting has never been this brutal.
And you thought your bully was bad.

Capcom's given us fighting amongst world warriors, comic book super heroes, creatures of the night, and - well - generally strange things. But they reached new heights of weirdness with Rival Schools: a game in which school children kick the living snot out of each other. The Rival Schools legacy continues in Project Justice, the Dreamcast sequel. This is just like the first game - except the characters are even wilder, and fight even wilder.

Project Justice challenges the player to fight 3 on 3 in versus matches. This isn't tag team stuff like in Marvel vs Capcom 2. Instead, you use different characters (16 returning, 6 new) in successive rounds. You also make use of multiple characters for special team-up attacks. All three characters can be brought in for a so-called "Party-up" technique, new to Project Justice, and you'll also find the so-called "Team Up" techniques, where two fighters team up, which can also be countered. These attacks are very powerful - and often hilarious. Capcom has some seriously, ahem, "imaginative" designers, that's for sure.

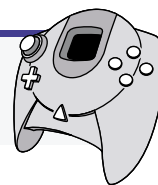
The Dreamcast version faithfully mimics the graphics of the arcade version. However, it has many additional modes, including versus, tournament, league, training and network. There's even a character edit mode. Details are sketchy, but it seems the game will allow for some form of character progression through the training and the board game.



GAME INFO

Publisher	Capcom
Developer	Capcom
Genre	Fighting
Players	2
Release	04/10

DREAMCAST REVIEW



Record of Lodoss War

Like the gameplay of PSO but wanted more story? Then guess what we have here

Based on the anime classic, the game takes the story beyond the original movie. The player takes control of a resurrected hero with one mission: prevent evil Goddess Cardice's resurrection. This quest involves encountering many of the colorful characters from the anime as you play, and fans of the series will take great delight in discovering your hero's true identity. And no, we're not going to give it away.

However, your character's been dead for many moons so it takes a lot of training to become a great warrior again. This is one of the strongest parts of the game: there're a hell of a lot of different weapons and items to find. When items and weapons are equipped, it actually changes the appearance of the character.

The gameplay is nothing extraordinary; if you've played Diablo or similar action/RPGs - the play mechanics are similar. Viewed from an isometric camera angle, your character has a simple "slash-slash-slash" combo, and that's about it.

Record of Lodoss War won't impress on the visual side of things. Low polygon models are the style here, though the game does offer huge levels to explore. The biggest problem is slowdown - it doesn't happen until you have about 20-30 enemies onscreen, but when it does, it's seriously annoying. Timing your combo attack becomes quite difficult when this happens. Overall, the game isn't unpleasant to look at... just a bit simple. The sound is quite good - although speech doesn't occur often, when CPU characters talk, it's surprisingly good.

Overall, Record of Lodoss War offers addictive gameplay, and thanks to a great storyline and plenty of items, it's a game that you can play more than once.

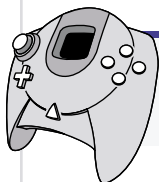
GAME INFO

Publisher	Conspiracy Games
Developer	Kadokawa Shoten
Genre	RPG
Players	1
Release	03/16

RATINGS:

Presentation: 8.6 Graphics: 7.8 Sound: 8.4 Gameplay: 8.6 Lasting Appeal: 8.7

OVERALL SCORE: 8.7



DREAMCAST REVIEW

Daytona 2001

Our first online road trip was successful, but there are a few potholes.

Sega's Dreamcast has more than its fair share of great driving games, including Sega GT, Test Drive Le Mans, F355 Challenge, and Metropolis Street Racer. But even with these top racing titles, Dreamcast has been missing the game that SEGA fans all over the world have been dying for. Until now. It's almost poetic that the finest translation of Daytona should come in the year before SEGA retires from the hardware tracks. Despite touchy controls and slightly awkward online gameplay, Daytona USA 2001 is the true flagship racing game that we've been waiting for.

So what does this game have? Eight immediately selectable tracks: three original arcade tracks, two tracks from Saturn Daytona CCE, and three brand new tracks. Each one has a variable number of laps and entry cars, and they can be altered in four ways: normal, reverse, mirror, and mirror reverse. In fact, one of the game's strongest points is the number of features, from quick race to 4-player online battle.

In terms of graphics, Daytona USA 2001 blows away the arcade original. Not only is pop-up non-existent, added reflective effects to the cars and windows really make this one "purty" game. And yes, the framerate blazes at a constant 60 fps. You're going to lose a little detail in split screen or online mode, but even then, the frame rate remains blistering, and slow-down has been obliterated from the game altogether.

If you're a fan of arcade racing games, this is definitely one to look for.



GAME INFO

Publisher	Sega
Developer	Amusement Vision
Genre	Racing
Players	4
Release	03/13

OVERALL SCORE: 9.3

RATINGS:

Presentation: 8.8 Graphics: 9.3 Sound: 9.2 Gameplay: 9.2 Lasting Appeal: 9.4



This Month In N64

There's no denying it. The N64 is dead. It may continue to sell software or even hardware, but when you have four games on your release list, it's safe to say it's history. I love Nintendo unconditionally, but they made a lot of mistakes with the N64. The sooner I'm previewing GameCube titles, the better.

Still, the N64's still twitching. This month we'll be reviewing Dr. Mario 64. It's a lot of work - we know - but someone has to do it. For hands-on coverage, check out our preview. Aside from that we'd like to drive home the point that since the N64 is quickly fading away, IGN64's coverage, too, will fade. Eventually, it will become an archival site that is updated on a weekly or bi-weekly basis. That doesn't mean the Nintendo news ends, though. On the contrary. Check out our IGNcube (and IGNpocket) section and you'll see Nintendo has a lot coming with GameCube and Game Boy Advance.

IGN64 isn't leaving you just yet, though. So be sure to get your N-fix from all our sections!

FRAN MIRABELLA III



Feature Story: As the life on the N64 draws to a close, IGN64 provides you with a list of the console's must-have titles. pg. 21.

EDITOR'S TOP 5

1. Super Metroid (SNES)
2. Legend of Zelda: The Ocarina of Time
3. Super Mario World (SNES)
4. Final Fantasy II (SNES)
5. Tony Hawk's Pro Skater 2 (DC)

EDITOR'S MOST WANTED

1. Metroid 4 (NGC)
2. Super Mario/Luigi (NGC)
3. Legend of Zelda (NGC)
4. Metroid (GBA)
5. Wave Race (NGC)

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N64 FEATURE



The Must-Have List

If you've got an N64, you must have these games.

In June of 1996 the Nintendo 64 was released in Japan. Since then there have been a vast number of great games on the console, and as the console nears its death the dust is settling. Are you sure you haven't overlooked some of the greatest N64 hits? Below, IGN64 Editor, Fran Mirabella III, lists (in no particular order) his picks for some of the system's must-have titles and a brief description.

Super Mario 64 - The definitive N64 experience. Its ground-breaking 3D gameplay set the standard for the industry.

Legend of Zelda: The Ocarina of Time - Another innovative game that proved the N64 was capable of lush graphics and a lengthy plot line.

GoldenEye 007 - It established that a first-person shooter could be not only feasible, but brilliant on the N64. The multiplayer experience is still regarded as some of the best action on the console.

Tony Hawk's Pro Skater - Best summed up as being an addiction you won't soon rid yourself of.

Mario Kart 64 - All the fun of the SNES version implemented in a 3D world. For intense multiplayer battles, there's nothing like it.

Wave Race 64 - Absolutely one of the best racing games to date, and it still has the visuals to complement it. The wave effects and physics are still unmatched.

Super Smash Bros. - One of the best multiplayer games and fighters on the n64. It will make you swear like a sailor, and possibly engage in physical combat with friends.

Blast Corps. - It's not to often you get the chance to demolish a city before it gets nuked. This is total destruction like you've never seen before.

Banjo-Tooie - A title which improved on many aspects of Banjo-Kazooie, which happens to be a game that embellished upon Super Mario 64. It provides seriously clever gameplay that revolves around the glorious platform elements that Super Mario 64 brought to the console.

Legend of Zelda: Majora's Mask - A Zelda experience like no other. This side-story/sequel demonstrated that this franchise was based on its unique gameplay, and not the familiar characters.

Excitebike 64 - You can kick up dirt, catch major air, and pull tricks like no other with one of the deepest control schemes and physics engine to hit the console.

Sin and Punishment (Import) - Probably the only import worth hunting down. It provides a flashy, action-intense experience like no other.

Conker's Bad Fur Day - The last great N64 game. It broke genre rules with clever gameplay, and both looked and sounded better than any cartridge could.

These are just a few of the many games I would have liked to list. Many may argue that the N64 only had a few games worth playing, but I think this abbreviated list of must-have titles clearly proves otherwise.





NINTENDO64 PREVIEW

Tony Hawk's Pro Skater 2

More skateboarding goodness from the Edge of Reality.



You heard right. Tony Hawk is grinding his way back onto the Nintendo 64. After delaying the title in favor of focusing on the original Tony Hawk's Pro Skater sales, Activision has decided to bring the title out for the console after all. Unfortunately, it doesn't look like it will be on sale until well into the summer or even fall. Still, the game is as great as ever and the N64 control for the first version is still regarded as the best by some. That's reason enough alone why this version is worth waiting for.

GAME INFO

Publisher	Activision
Developer	Edge of Reality
Genre	Sports
Players	2
Release	Fall 2000

If you're not familiar with THPS2, there are a few things you should know. As opposed to the original each level is based around getting cold-hard cash for objectives. Grind a rail, get \$100. Gap jump a helicopter, rake in \$150. You can even find cash just floating around the levels. You'll need a certain amount to advance to new levels. Of course, there are still tournaments where you'll have to garner medals, and they're just as difficult as before. On top of all this the new roster is chock full of all the characters you could ever want, and their trick list is just as massive. Currently it is not yet known if the create-a-skater mode or level editor will be on the N64. Let's hope they make it in.

Case in point: if you don't have Tony Hawk's Pro Skater 2, it'll be worth buying on the N64 later this year.



NINTENDO64 PREVIEW

Dr. Mario 64

Nintendo makes one last house call with the return of a classic.



GAME INFO

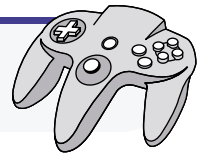
Publisher	Nintendo
Developer	Newcom
Genre	Puzzle
Players	4
Release	04/09

While the doctor is taking appointments at store near you, we were unable to review the product at the time of going to print. That being the case, you'll have to enjoy this preview for now. Dr. Mario 64 includes new modes such as Classic, Story, Vs. Computer, Flash, Marathon, and Score Attack. All of these modes (barring Story) can be played in two to four-player multiplayer environments. This is the point of reviving the Dr. Mario series on the N64, as it should be. After playing several of these modes extensively we can definitely say that Doctor is in the house. Flash mode is a somewhat refreshing new addition to the game, which has you fight your way to get rid of the "flashing" viruses first. These viruses look like Christmas bulbs, so you cannot miss them. All things considered, the mode is merely a way to make things harder, but it's quite fun. Next, you have your obligatory Marathon mode where you see how long you can last until you can't fight the viruses anymore. The Score Attack mode is also very self-explanatory in which you gain points by destroying viruses. The higher the score you get, the better.

In general, Dr. Mario 64 seems set to offer a more well-rounded experience on the N64 for the low price of \$29.95. It has a story mode to keep you occupied when you're alone, and the other modes are very fun to play with four players. Stay tuned for IGN64's review.



NINTENDO64 PREVIEW



Mario Party 3

Nintendo's party game gets together one last time.

Mario Party 3 – the latest of the franchise – is on its way to the N64 next May. Developer Hudson Soft is once again behind the project, and this final incarnation of the series in 64-bit land is packed full of more mini-games and goodies than ever before. It plays exactly like its predecessors before it, but the focus is on the sheer amount of extras. Hudson Soft has thrown in new boards, improved multiplayer modes, new characters, and tons of clever new mini games.

GAME INFO

Publisher	Nintendo
Developer	Hudson
Genre	Party
Players	4
Release	05/07

To begin, there are now 10 different map boards. All the boards revolve around themes such as arctic waters, creepy caverns, deep underwater, the dry desert, and more! Thanks to Camelot's introduction of Waluigi in Mario Tennis you'll also be able to walk the boards with this evil clone of Luigi. But if the aesthetics are not enough, consider that Hudson has packed in over 70 brand-new mini-games! Suffice it to say that you won't get tired playing the same challenge over and over again. If you play with four-players (like you should) the games will vary from one vs. three to two vs. two and the obligatory free-for-alls. We think it's safe to say that if you enjoy the Mario Party franchise, you'll get plenty of enjoyment out of Mario Party 3. You can see our final judgment of the title in a coming Unplugged issue.



NINTENDO64 PREVIEW

Sin & Punishment

An unbelievable arcade-style shooter from shooter king, Treasure,



Long ago it was rumored that Nintendo of Japan was going to publish a very mature title. Time went by but outside of the slightly more mature Majora's Mask, it didn't seem the rumor would come true. Fortunately enough just prior to Space World 2000 Nintendo revealed a title called Sin and Punishment. As it turns out the developer responsible for it is Treasure, Inc. who is best known for its intense arcade shooters. Eventually, IGN64 got its hands on Sin and Punishment, and we were very pleased.

Bear in mind, Sin and Punishment is a Japanese import title right now. Nintendo of America is apparently still reviewing the possibility of releasing it stateside. It's hard to imagine why it hasn't brought the title out in the USA because the cartridge contains English voice acting. The only thing left to translate would be the menus. So we can only hope NOA will showcase a translated version at E3 2001. Regardless of all that Sin and Punishment is a fiercely intense action-shooter with gorgeous – and sometimes pleasantly bizarre – artwork. The gameplay is so intense you almost have to pause the game occasionally to take a few breaths and let your eyes rest. The experience however isn't a long one. Average game players will probably only spend an hour or two beating the game on normal mode with expert players benefiting from a few added bonus scenarios and even more intense gameplay.

In sum, Sin and Punishment is a super-concentrated undertaking that may short-circuit your mind.

GAME INFO

Publisher	Nintendo
Developer	Treasure
Genre	Action
Players	2
Release	TBA

NINTENDO64 Review



Pokémon Stadium 2

Trained your Gold & Silver Pokémon? Good! It's time to pit your skills against the best.

Like Stadium before it, part two offers Pokémaniacs everywhere a chance to duel with the monsters they've been so carefully preening in the Game Boy Pokémon Gold and Silver games. Using the Transfer Pak to great effect, Stadium 2 allows users to upload Pokémon from their Game Boy

GAME INFO

Publisher	Nintendo
Developer	Nintendo/HAL
Genre	Simulation
Players	4

cartridges and battle them in several scenarios.

There are literally thousands of battles to be had in Stadium 2. Where Stadium had three Stadium Cups, Stadium 2 has four, and two of those are separated into four eight-trainer battles each. In addition, a Pokémon Academy has been added to the fun. Here, players can access a huge database of Pokémon information, participate in classes and ultimately take tests on what they've learned. Additionally, the mini-games are back along with the ability to play your Game Boy carts onscreen at Game Boy Tower.

The Facts

- 251 Pokémon.
- 3D polygonal battle scenes with upgraded special effects.
- All-new gameplay modes, including new mini-games.
- Four-player battles.
- Compatible with Pokémon Blue/Red, Pokémon Yellow, and Pokémon Gold/Silver.
- Data exchange via Transfer Pak.
- Built-in EEPROM for storing Pokémon and items on cart.
- Factor 5 Voice Compression.

There are so many options and is so much to do in Pokémon Stadium 2 that it's hard to deny it praise. But the fact of the matter is that straight turn-based fighting can get old after, say, the five hundredth battle. This game is, in a word, repetitive. In Stadium and Gym Leader modes all you do is battle through literally hundreds of opponents, and when you are done, you battle some more. Though, this experience can have a lot of value and is fun when you've trained an elite force of Pokémon.

On the aesthetic side of things, Pokémon Stadium 2 comes off as very utilitarian. It's more of the same, but the graphics do exactly what they need to do – present the charming monsters with all of their foibles in a three-dimensional environment. And, you might think they've taken great care to make all these characters sound intriguing, but they haven't. It lacks many of the signature Pokémon voices and the announcer can become monotonous.



All in all, if you are a fan of Pokémon, this game's likely been on your radar for quite some time now. In almost all areas, it doesn't disappoint. In a lot of ways, it's superior to its predecessor, as there is a good deal more challenge and other valuable things to do. The Pokémon Academy section of the game is brilliant, and the mini-games are a lot more fun. What it boils down to is this: Did you play through Gold or Silver? Did you enjoy battling? If so, you will love this game. If you did not, pass. While Pokémon Stadium 2 does a lot of things, it is basically a repetitive, turn-based fighting game. And if you're not into that, stay away. Otherwise, grab your Pokémon and let's scrap.

RATINGS

Presentation: 9.0 Graphics: 7.0 Sound: 5.0 Gameplay: 7.0 Lasting Appeal: 7.0

**OVERALL
SCORE: 7.5**



This Month In GameCube

The GameCube is, eight months after its unveiling, still shrouded in secrecy. The Big 'N' has only announced the console's power, its accessories, a handful of software partners, and launch dates - July in Japan and October in the US. Unfortunately, the curtain guarding it isn't likely to be lifted until E3, when Nintendo will debut fully playable software for the first time.

However, talking with developers and piecing together clues from official press, we've uncovered many of the titles under development. This month's section talks about a couple of those titles - Metroid and Star Wars - plus one that won't ever see the light of day. Finally, we tell you why two titles previously scheduled for the N64 - Eternal Darkness and Dinosaur Planet - are now on the GameCube.

It's an exciting time for Nintendo fans. Next month, the company will show its hand and give the industry a glimpse of real next-generation gaming. For now, though, we'll just have to be patient.

MATT CASAMASSINA



Feature Story: While Retro Studio gets cracking on Metroid, take a look at the GameCube game that got away. pg. 25.

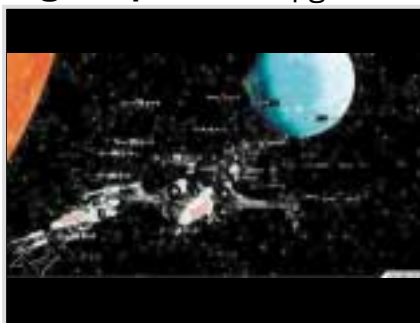
EDITOR'S TOP 5

1. Super Metroid (SNES)
2. Legend of Zelda: The Ocarina of Time
3. Super Mario World (SNES)
4. Final Fantasy II (SNES)
5. Tony Hawk's Pro Skater 2 (DC)

EDITOR'S MOST WANTED

1. Metroid 4 (NGC)
2. Super Mario/Luigi (NGC)
3. Legend of Zelda (NGC)
4. Metroid (GBA)
5. Wave Race (NGC)

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GAMECUBE FEATURE



Car Combat Explodes Before Making Impact

Retro Studios vehicular combat title dies a quiet death before GameCube's release.

You've probably never heard of it, and unfortunately you're not likely to ever play it, but Nintendo second-party Retro Studios was once under development with an impressive vehicular battler codenamed Car Combat. The game, dubbed a "Twisted Metal Black killer" by those working on it, was ultimately shelved after Nintendo forced the layoffs of more than 20 Retro employees and ordered that all work cease immediately on Car Combat and another ill-fated product, Football 2002. Retro's full resources were shifted to work on its two remaining offerings, Metroid and a highly secret RPG.

Car Combat was, strangely, the most complete of any of the Retro projects at the time of its toss to the side. An experienced team which included David "Zoid" Kirsch had worked hard to bring to life realistic, post-apocalyptic environments, totally interactive object-based levels and a selection of souped-up muscle cars that would make Mad Max himself drool with envy. The game's technology was massive. Early, far from optimized tests with the gameplay areas pushed more than 20 million polygons per second with a solid framerate.

Compared to Twisted Metal Black, a vehicular shooter for PS2, Car Combat featured less levels and smaller outdoor environments, but with a greater degree of interactivity. "We could have literally blown [Twisted Metal Black] away on the level of interactivity the game could've had. Much more strategy in manipulation, avoiding, changing world objects to modify gameplay, and so on," a source said. "We would have had many more weapons than Twisted Metal Black, with multiple functions including counters, additive effects, complementary effects, etceteras."

The Retro title was, more than anything else though, designed from the ground up to be multiplayer-ready – and more specifically, Internet compatible. The team hoped to combine split-screen four-player battles with Internet play. Unfortunately, though, the Internet functionality never came together as planned. "We never got details from Nintendo on the Internet end," a person working intimately with the project confided.

To the right is an early screenshot of Car Combat's real-time play. As pretty as it is, according to Retro employees, it's also very premature compared to what the final product would've looked like. "Here are two shots from Car Combat. One is an early game shot, the other is an environment shot," a Retro source confided. "Wish I had more, but beyond this I just have car renders and concept art sketches. I really wish I'd taken some shots of the game in action near the end. Course we all thought at the time that there'd be plenty of time for that."



At the middle left is a real-time level fly-by - probably used to introduce the player to a new area. As you can see, the environment is very detailed if not down right atmospheric, and again it's a very early shot.

There is no doubt that Car Combat would have made a spectacular looking GameCube title. But will it ever come out? While chances are slim, the idea hasn't been abandoned entirely. Retro Studios employees have confided to us that the project is simply "on the backburner" and that it could be revived at a later date - most likely after the successful completion of both Metroid and the RPG project. After viewing the early screenshots of the game in action, here's hoping it happens.

GAMECUBE FEATURE



DP and ED to GC

All of these acronyms really mean more great software for GameCube. Find out why.

Nintendo 64 is dead. The dusty cartridge-based system had long been on its last legs, but console loyalists continued to hold onto it because of two promised swan songs - *Eternal Darkness* from Silicon Knights and *Dinosaur Planet* from Rareware. These two titles were to serve as the bridge from Nintendo 64 to GameCube.

A Cubed Future

But that's not going to happen. The truth is that both games have already secretly been switched for release on Nintendo's next-generation console. The truth is that both Rare and Silicon Knights have been well underway with these GameCube versions since December of last year. And, if all goes as planned, both will launch right along with the system this coming October.

It all sounds well and good, but why the switch, especially since both games seemed so far along for Nintendo 64 and would have undoubtedly made great final releases for the aged console? The simple answer is that the market was no longer there. Nintendo

tried and failed to adequately tap the "mature" 64-bit audience when it released *Conker's Bad Fur Day* earlier this year. The title, despite a five-year development cycle and uncountable promotional advertisements from Nintendo, debuted at number-two on the Top Selling Games charts and then quickly dropped downward. A success by industry standards, but only a moderate one by Nintendo's, and somewhat of a disappointment for a critically celebrated Rare title with so much marketed muscle behind it.

Star Fox Planet?

Dinosaur Planet will not bear a similar fate. Sources allege that Rare was asked to rework its *Zelda*-styled action-adventure last December by Nintendo. The team developing the project initially fought such a redesign, but eventually bowed to Nintendo's wishes. As it stands, the game, which even as an N64 product featured lush 3D visuals and a virtual swimming pool full of audio samples, has reportedly been enhanced fully to exploit the power of the GameCube hardware. That translates to more graphic detail - such upgrades as high-resolution textures, advanced particle systems, improved animation routines, transparency and lighting effects simply not possible on Nintendo 64, and more. And of course with the expanded storage medium of the GameCube optical disc - roughly 1.5GBs in size compared to the 64MBs of a typically large cartridge - one can imagine the audio possibilities.



More interesting rumors allege that *Dinosaur Planet* has undergone even more substantial changes though - ones that could alter the face of the game entirely. At last year's Electronics Entertainment Expo Nintendo designer Shigeru Miyamoto told us that Rare's action-adventure, if properly transformed, would make a very nice addition to the *Star Fox* franchise. Reports suggest that such a metamorphosis may have recently transpired. If true, *Dinosaur Planet* would in fact become *Star Fox Adventures* - still an action-adventure with *Zelda*-inspired play control and mechanics, but starring Fox McCloud and friends in a visually different world.

GAMECUBE FEATURE



DP and ED to GC (con't.)

All of these acronyms really mean more great software for GameCube. Find out why.

Darkness for Launch

Eternal Darkness hasn't yet been officially confirmed for GameCube release, but we can tell you now that Nintendo has forced the switch. On the subject, developer Silicon Knights' president Denis Dyack offered no specifics but did note: "Both Silicon Knights and Nintendo are always looking to do what is best for the game and best for players. Any decision made about such a topic will always be made with these things in mind. Unfortunately beyond this, I can't answer this question. Sorry."

However, Nintendo itself has provided all the answers we need. Eternal Darkness, once scheduled for an October 2000 release date, has been constantly delayed and, according to the latest Nintendo release lists, the game is not even set for release on the 64-bit console this year. Not a promising sign for a product that was reportedly in testing as far back as last August. Further, considering poor sales for Nintendo of America's experimental release of Conker's Bad Fur Day - less than 55,000 units sold to

date, there's simply no way the company will release Eternal Darkness for the system now as the target demographic no longer exists.

Will ED's switch to Cube see changes to the game's story, play control, or overall mechanics? Unfortunately, at this point we just don't know. But you can bet we're going to find out at E3.

What it Really Means

The shifting of Dinosaur Planet and Eternal Darkness to GameCube boils down to two things: First, the Nintendo 64 is dead. You know it, we know it, and with the removal of these products, Nintendo knows it, too. And second, GameCube is going to appeal to a much older audience than Nintendo's 64-bit console ever did. The release of DP and ED at system launch is Nintendo's way of saying, "Okay -- older gamers, we finally see you."

So while Nintendo 64 owners will unfortunately have to wave goodbye to these franchises, the games themselves are not gone, but rather being reborn on a bigger and better system. And you're going to see their new skins in a month.





GAMECUBE PREVIEW



Metroid GameCube

Can Retro Studios bring a new point of view to this classic without losing the formula?

Metroid fans have been waiting far too long for another sequel to the franchise. But with the release of the GameCube, the wait will finally be over. Interestingly enough, however, Samus will not be reborn in 3D courtesy of EAD and company, but rather from a development upstart called Retro Studios. An official Nintendo second-party based out of Austin, Texas, Retro was handed the Metroid license shortly before the Space World 2000 show last August, and has been running with it ever since. And also running into a bit of trouble.

GAME INFO

Publisher	Nintendo
Developer	Retro Studios
Genre	Action
Players	1
Release	TBA

Retro Studios has been through many changes with its Metroid title. The game flip-flopped back and forth from being a third-person action-adventure to a first-person adventure, and ultimately landed - with a little push from Shigeru Miyamoto - in first-person view. While it can prove difficult to imagine Samus exploring environments in first-person, Retro Studios is working overtime to make sure it satisfies die-hard fans.

Don't assume that Metroid GameCube is going to be a Quake clone simply because the two games share a similar viewpoint. According to those closest to the project, it will emphasize everything that made Super Metroid a favorite - exploration, puzzle-solving, item collection and action. The game will utilize a first-person view for primary gameplay actions, but it will also employ a third-person cinematic view for specific functions. And it will be brought together under a 3D engine that's well beyond anything gamers have seen so far. "It could surprise people in the way that GoldenEye did for Nintendo 64," revealed a Nintendo source.



GAMECUBE PREVIEW

Star Wars: Rogue Squadron GameCube

Factor Five returns to a galaxy far, far away with a new generation of gaming goodness.

First unveiled as a "technical demo" at Nintendo's Space World 2000 show last August, the LucasArts / Factor 5 created 3D space-shooter, tentatively codenamed Star Wars Rogue Squadron GameCube by the press, was every bit the extension of the original N64 title - and a whole lot more. The unplayable demo, which was later confirmed to be an actual game in development (though LucasArts has yet to officially announce it), was a spectacular display of GameCube's power.



One scene showcased by LucasArts and Factor 5 saw a detailed X-Wing battling with more than 70 separate Tie-Fighters over the surface of the Death Star. Amazing to be sure, but words can hardly do the presentation justice. The entire dogfight ran without a hitch at 60 frames per second regardless of the fact that the X-Wing and Ties were composed of more than 30,000 polygons, featured high-resolution textures, real-time lighting effects and more. Plus, the surface of the Death Star was created to scale - with a seemingly limitless draw distance.

Factor 5's president Julian Eggebrecht said, however, that in a sense, the presentation really was just a GameCube demo. The entire sequence was created in a matter of weeks for Space World and was based on core N64 code. It didn't even feature polishing effects such as bump-maps. "Real games for the system will look a lot better."

Is that possible? We'll find out come E3.

GAME INFO

Publisher	LucasArts
Developer	Factor Five
Genre	Action
Players	1
Release	2001



This Month In Pocket

I'm totally stoked about the Game Boy Advance.

Now, it's still nowhere near a Dreamcast or PlayStation 2, but in terms of handheld gaming, you haven't played anything as powerful as the GBA. It's got a larger screen, it can pump out more colors, and it can pull off so much more than the Game Boy Color it's scary. When you're someone like me who has to play every 8-bit Game Boy game that hits the market, playing the 32-bit Game Boy Advance is like taking the shackles off your ankles after spending 12 years in a dungeon. And I'm sure Game Boy developers are thinking the exact same thing.

To give you a jumpstart on what the system's like, I've laid out the basics for you on the next page. Because by the time Christmas rolls around, if you haven't joined the handheld ranks yet, you will with the GBA.

Now leave me alone...I've got Castlevania and F-Zero to finish.

CRAIG HARRIS



Feature Story: The Game Boy Advance arrives in June. Should you be excited? Hell, yes! pg. 31.

EDITOR'S TOP 5

1. Castlevania (GBA)
2. Super Mario Advance (GBA)
3. F-Zero (GBA)
4. Kirby Tilt n Tumble (GBC)
5. Mickey's Speedway USA (GBC)

Super Mario Advance pg.32



EDITOR'S MOST WANTED

1. Tony Hawk Pro Skater 2 (GBA)
2. Mario Kart Advance (GBA)
3. Golden Sun (GBA)
4. Rayman (GBA)
5. Shantae (GBC)

Tony Hawk's Pro Skater 2 pg.32



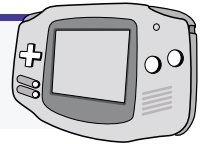
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POCKET FEATURE



All About the Game Boy Advance

Only two months to go before aging Game Boy gets a massive shot of adrenaline.



This summer, the Game Boy Color will be ending its two year reign at the top of the handheld game. In its place will be Nintendo's next generation portable, the Game Boy Advance. And you will want one. Oh, yes you will.



Where the Game Boy Color is based on 12 year old technology, the Game Boy Advance is completely new. It has a new 32-bit processor and 256K of RAM, allowing for a lot more colors on-screen, enhanced sprite effects, and better stereo sound. Though it doesn't have any direct 3D hardware inside, programmers have been able to milk basic polygonal graphics out of it – don't expect PlayStation-style models. The system doesn't have the horsepower to pull it off. Its strengths lie in 2D – it has similar abilities as the Super Nintendo, but with upgraded scaling and rotation abilities in both sprites and backgrounds, making it a lot more powerful. The screen isn't backlit – a conscious decision in order

to keep costs down and battery life high. The unit will last 20 hours on two AA batteries.

The new system also has a few changes over the old Game Boy. The screen has been increased both in size and resolution to accommodate the new wider LCD. To make the system more comfortable to hold, the unit is laid out horizontally. It also has two new action buttons on the shoulders to go along with the A and B buttons on the face of the unit, much like the SNES's controller.

The Game Boy Advance does have the Game Boy Color chipset built into the unit so it can play the thousands of games already available. Since the Game Boy Advance screen has a higher resolution, Game Boy Color games will be displayed in the center of the screen with solid black borders. Tapping the L button in Game Boy Color mode will stretch the screen to the left and right edges, just in case you want to play in an awkward widescreen mode – tapping R will snap the screen right back.

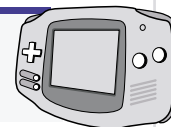
The system will officially release in the US on June 11th in three colors: Arctic (white), Glacier (clear blue), and Indigo (purple). The system is already out in Japan, and anxious gamers have imported systems in order to get a jump-start on the enhanced gaming. Luckily, the Game Boy Advance will be completely universal. Like the Game Boy before it, all Game Boy Advance systems and games will work together, no matter which territory you purchased the system.



At launch, more than fifteen games will be released. Key titles include Super Mario Advance and F-Zero: Maximum Velocity by Nintendo, Castlevania: Circle of the Moon from Konami, Tony Hawk Pro Skater 2 from Activision, Earthworm Jim from Majesco, and Rayman from UbiSoft. Nintendo promises we'll be playing more than 60 games by the end of the year. Are you ready? You better be – Nintendo plans on selling 25 million systems by March 2002...and after playing with the Game Boy Advance for a couple weeks now, we don't doubt that claim one bit.

And the future's even brighter, as the system will integrate with games for the GameCube console. The Game Boy Advance is going to be the must-have gaming device.

GAME BOY ADVANCE PREVIEW



Tony Hawk's Pro Skater 2

Will Vicarious Visions be able to deliver PlayStation-level performance onto a handheld?

The Game Boy Advance is not exactly a 3D system, but that's not stopping Activision – the company has recruited the help of Vicarious Visions (previously responsible for Activision's Game Boy Color Spider-Man game) to bring Tony Hawk to life on the Game Boy Advance. And brother, this game is going to shred when it's released as a launch title...June 11th to be exact.

GAME INFO

Publisher	Activision
Developer	Vicarious Visions
Genre	Sports
Players	1
Release	06/11

Most everything that's been done on the Dreamcast and PlayStation versions of Tony Hawk Pro Skater 2 is being implemented on the smaller screen – just in a fixed isometric camera view. The game engine is not 3D, but the on-screen character is – the developers have built the skater in polygons and implemented the same 2,000+ motion-captured moves and the same physics models. The result is a game that plays almost exactly like the big boys – and in our short hands-on with the title, it's just as fun.

The finished product will have at least five of the courses from the console, slightly retooled for the fixed perspective. The licensed music will step out of the picture, but in its place is some excellent original audio that really kicks. Unfortunately, the development team does not have enough time to implement link cable support...perhaps Tony Hawk 3?

GAME BOY ADVANCE PREVIEW

Super Mario Advance

Mario and friends kick off yet another Nintendo system launch.

You may have played it a decade ago, but never on the run – one of the first games for the GBA will be a portable port of Nintendo's second Super Mario game released in the US. Super Mario Advance is a conversion of the NES game, with a few new enhancements.

Thanks to the power of the Game Boy Advance system, Nintendo has been able to re-do the levels and creatures with more detail and better animation than even the SNES remake in Super Mario All-Stars. What's more, the developers have gone in and done a near complete sprite replacement in most of the levels – so if you thought that Super Mario Bros. 2 was a challenge, wait until you play the update – you'll find more enemies to battle and more powerful powerups to discover. Every level will also have red coins to snag, and when you collect every single one of them, a new Yoshi's Challenge will open up – find those Yoshi eggs hidden in every level for an additional test of gameplay might.

The game also has a version of the classic Mario Bros. tucked away inside it – while you can certainly play the original all by yourself, the game really shines when you hook up with three friends through the use of the link cable. Better yet, you only need one copy for all four systems to enjoy – the game will download into empty, connected systems, letting everyone join in on the fun.



GAME INFO

Publisher	Nintendo
Developer	Nintendo
Genre	Action
Players	4
Release	06/11



This Month In PC

With E3 right around the corner, things are getting pretty hectic around here, but that doesn't mean we don't have time to provide you with a little special something, something. So hello, and welcome to IGN Unplugged.

In the premiere issue of IGN Unplugged, Steve explores the future of PC gaming in "Is PC Gaming Dying?" (and we can already tell you...it isn't). We also take a look at the GeForce3, Black Isle's next RPG, and Unreal II from Legend Entertainment and Epic Games.

Finally, we've got a condensed Black & White review so you can carry it around with you wherever you go. This game received the highest score we've ever handed out at IGNPC - a 9.7. It's not quite perfect, but it's as close as we've ever seen.

I hope you like what you see in IGN Unplugged. Next month expect even more exclusive content, and remember, if you ever want to drop us a line don't hesitate to send an email to pc_feedback@ign.com.

TAL BLEVINS



Feature Story: Nvidia's GeForce 3. Is the world's most powerful consumer GPU going to be worth it? pg. 35.

EDITORS' TOP 5

1. Black & White
2. Tribes 2
3. Clive Barker's Undying
4. Fallout: Tactics
5. Europa Universalis

EDITOR'S MOST WANTED

1. Anarchy Online
2. Emperor: Battle for Dune
3. Arcanum
4. Evil Islands
5. Shogun: Warlord

Unreal II

pg.36



Black & White

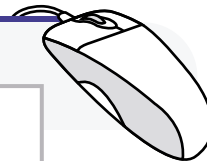
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PC GAMES EDITORIAL



Is PC Gaming Dying?

A quick look at the PC platform and where it's headed

With more and more publishers making the move to consoles, it seems as if PC games are falling behind, at least in terms of quality and profitability. There are still tons of PC titles being released every month but most of them go straight from the display window to the bargain bin. The unrestricted nature of PC

development means that PC games can take more chances. Games like SimCity and Rainbow Six are products of the PC development philosophy as they are of its technology. Still, not every game can be as good as SimCity or Rainbow Six. We have seen some new approaches in the industry, from electronic

distribution via the internet, to episodic games, but full retail boxed copies are still the norm.

As a gaming platform, the PC has more than enough going for it to continue attracting talented developers. First and foremost, the PC is almost always on the cutting edge of technology. Advances in graphics and memory technology almost always find a home on the PC first. Until HDTV becomes the standard, the PC monitor will be able to offer much higher resolutions than most TVs can. PCs also rule in the area of connectivity, with much stronger and faster online connections. The keyboard and mouse interface are ideally suited to browsing and chatting in this environment. Beyond that, the keyboard/mouse combination is a perfect fit for shooter and strategy games. Third party peripherals thrive on the PC and make your gaming experience even more customizable.

But it's exactly these strengths that make the PC so difficult to develop for. Nearly all developers will tell you that the PC is a nightmare in terms of development. Trying to make sure that your game works well across a broad range of PCs is a real headache. In the end, many developers wind up scaling down the game to make sure it can be played on as many systems as possible. Ironically, this approach diminishes the technological advantage that PCs have over their console brethren. The customer service costs on PC games are prohibitively higher as a result of this open-ended architecture.

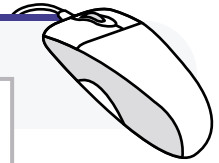
On the marketing side, there are far too many PC titles on the shelves today. With competition for shelf and advertising space at a premium, many publishers are seeing the profits for PC games drop. Console catalogs are controlled by one company – something not possible in the PC world. The low-barrier to entry for PC development keeps a lot of players in the market, but without a single organization to coordinate release dates and marketing efforts, PC games will continue to compete with themselves. While this reduces potential profits, it also means that PC games will continue trying new things in an effort to stand out from the crowd.

Hell, no, the PC isn't dying. They can have mine when they pry it from my cold, dead desk.

STEVE BUTTS

Title	Editor
Comic Style	dry/caustic
Potato Salad	mayonnaise
Favorite War	Second Punic
Best Impression	Rich Little

PC GAMES FEATURE



The GeForce3 Unveiled

NVIDIA finally shows off the full power of the next generation of GPUs

Almost one year after the GeForce2 was introduced, NVIDIA has finally released details on its newest 64MB graphical processing unit, the GeForce3. Being billed as the "infinite effects GPU," the new chipset offers a remarkable leap forward in terms of graphics performance. Using the same graphics technology that's going into the Xbox, the GeForce3 stands ready to give gamers incredible increases in both the quality and speed of the visuals.

TECH INFO

Power	800 billion operations/sec
Clock Speed	200 MHz
Memory	64 MB
Bandwidth	7.32 GB/sec
Fill Rate	800 million pixels/sec, 3.2 billion samples/sec

Rather than relying on a hard-coded palette of effects, the GeForce3 will allow developers to sculpt their own effects using two new shading technologies. Shaders allow developers to stretch materials much more realistically. Creating convincing

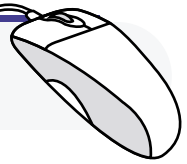
water ripples or lifelike facial animations used to require changes to the character of polygons. With vertex shaders, developers can simply change the values of the polygon data instead. Pixel Shaders allow for incredible surface details, calculating the effects on a per pixel basis. The GeForce3 renders four separate textures in a single pass rather than the current sequential method. The upshot of all of this is that now our game characters can have blemishes and beard stubble. As if that wasn't enough, you can expect the golf balls in the next Links game to be covered in dimples.

The new cards will use Lightspeed Memory Architecture as well. By running all high-order surface calculations on the GPU, the GeForce3 leaves the AGP bus open for the transfer of other data. This translates into twice as much efficiency as most other cards and eliminates the need to draw objects obscured by other objects. Instead of sending data across two parallel data paths, the GeForce3 will instead run data in four 64-bit chunks.

The cards based on the new chip will function as a high-definition video processor, enabling you to use it as a full quality DVD or HDTV player. Hey, sometimes you're not playing games, right? New GeForce3 cards should be out this month at a price of around \$500.



PC GAMES PREVIEW



Unreal II

Bigger, badder, better – Unreal finally returns to your computer screen.

Finally. After a while, we began to wonder if Epic would ever return to Unreal's storyline, but it's finally here, care of Legend, creators of Wheel of Time. Set in the same universe as the original, you'll play the part of a Terran Colonial Authority Frontier Marshal, a space sheriff whose job it is to make sure that colonists and civilians in deep space are kept safe. Of course, nothing ever stays quiet for long (at least in games), and with the help of your ship and crew,

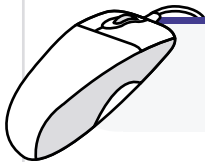
you'll get involved in a gory battle between five alien races, all searching for a set of ancient artifacts on seven planets in the deep space sector. The Skaarj will return for Unreal II, but the storyline and environments will be completely different from the original game.

The important thing to remember is that in Unreal II you can expect a broader plot, complete with cutscenes, as well as a completely full-featured multiplayer game thanks to the team's work on Unreal Tournament. Interaction with teammates and civilians will feature real-time conversation, putting you in tense positions where you'll have to make quick decisions that will affect the game and your teammates. Certainly not last is the engine, which features ten times the poly counts of the original, with even more time put into the landscapes and creatures than the original. Twenty-five levels, new weapons to use and planets to explore, as well as better network code and full skeletal animation – does it get any better than this?

GAME INFO

Publisher	Infogrames
Developer	Legend Ent.
Genre	Action
Players	16
Release	2002

PC GAMES PREVIEW



Torn

The creators of Planescape: Torment return with an original universe, and a new adventure.

After work on the Fallout series and Planescape: Torment, the Black Isle team was at a crossroads - work with more of the D&D franchise or create something original? Black Isle answered the question by unveiling an original adventure at this year's Game Developer's Conference. Torn, a 3D isometric fantasy RPG, takes place on the border kingdom of Orislane. You play a wanderer "damned by fate to bring dire misfortune upon any place you remain and any companion you travel with." Sounds cheerful. Torn is the next step for Black Isle, taking the RPG into 3D space while referencing your favorite parts of both Fallout and Planescape.

Fans will appreciate Torn's system, which is a realtime version of Fallout's S.P.E.C.I.A.L. system. Like Fallout, Torn is also a single player adventure with largely computer-controlled companions. Also, you can look forward to quirky bonuses like Pyromaniac, where you're especially skillful with fire attacks.

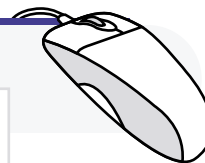
Torn uses the LithTech 3.0 engine, enabling dynamic levels, animated characters, and vibrant spell effects. Multiplayer will feature six-person parties, with the option to add computer-controlled companions to fill gaps. Those of you that got hooked on multiplay Baldur's know that Torn is going to eat your free time - and the worst part is that you've only got until the game's release this winter to shower, study, stockpile and prepare.



GAME INFO

Publisher	Interplay
Developer	Black Isle Studios
Genre	RPG
Players	TBA
Release	TBA

PC GAMES REVIEW



Black & White

Early info to tide you over until the real thing arrives. Tons of pictures and video included.

Because of its lofty promises, Black & White has been getting major media coverage for months now...but we can finally say that it does live up to the hype. This is truly a miraculous "game." I call it a "game" because it's more of an experience – a living world that you have influence over yet still don't have total control.

GAME INFO

Publisher	Electronic Arts
Developer	Lionhead Studios
Genre	Strategy
Players	4

Minimum requirements

PII 350MHz
64 MB RAM
8MB 3D Accelerator
4xCD-ROM
600 MB disk space

Although the RTS aspects of B&W owe allegiance to Molyneux's previous Populous titles, Black & White is a brilliant display of originality mixed with tried and true gameplay elements. The AI in the game is simply amazing. Watching your creature learn – and I do mean actually "learn" – is an amazing thing to witness. The concepts behind this game are mind-boggling, and these lofty ideas are complemented by a complex yet elegant completely mouse-driven interface.

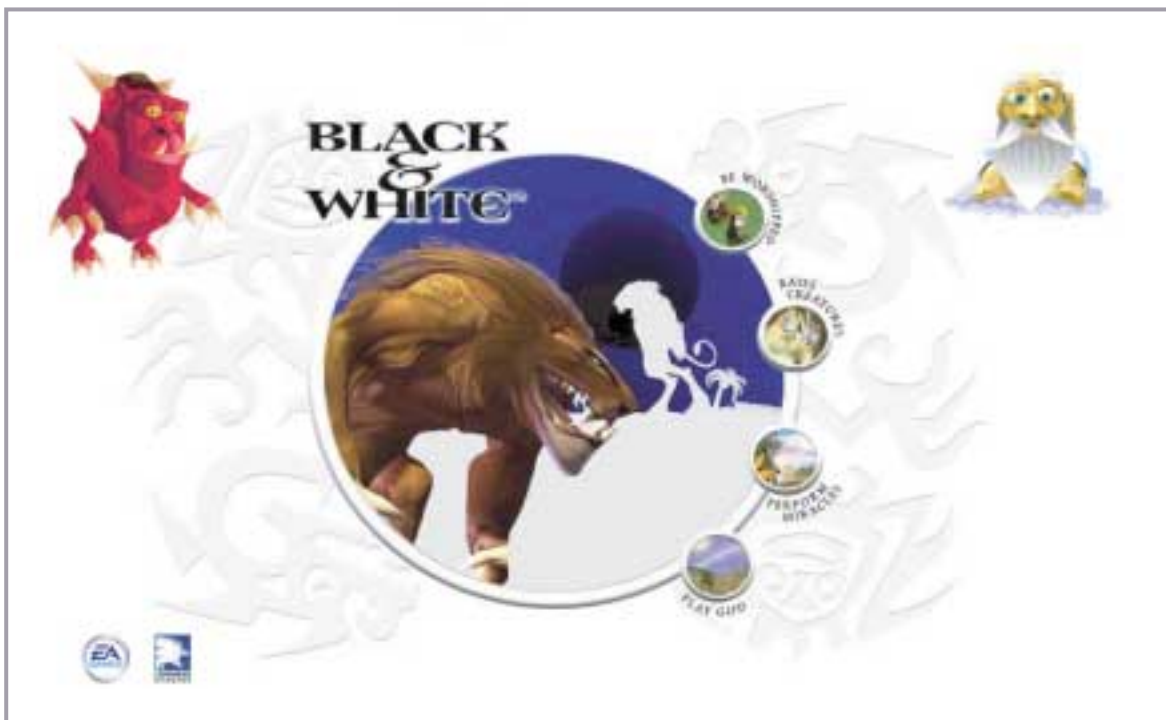
State of the art technology combined with a high level of detail make Black & White a visual masterpiece, and zooming from high over the island right into the face of a villager twenty miles below is a breathtaking journey. The sound design in Black & White is just as extraordinary as the visual end of things, and the game relies heavily on sound cues for several of the quests you'll come across.

Words like "ground-breaking" and "revolutionary" are sure to be attached to this title, and I can already state with confidence that Black & White is assured "classic" status in the annals of PC gaming. Playing Black & White is like stepping into a breathing, living world, and although it took a lot of patience waiting for the release, the final creation was certainly worth the wait.

RATINGS:

Presentation: 9.5 Graphics: 10.0 Sound: 10.0 Gameplay: 9.5 Lasting Appeal: 10.0

**OVERALL
SCORE: 9.7**





This Month In PSX

PlayStation? What PlayStation?
I know no PlayStation...

At least as far as April is concerned. There's typically a lull between March and E3, and 2001 is more so, what with the PlayStation as near to dead as makes no odds.

As you can tell from my Most Wanted list, though, there are still some worthy games hitting the streets in and around the current month. Leading the charge is Metal Slug X, SNK's white-hot 2D shooter brought to the states by Agetec (and with Psikyo's Strikers 1945 II in tow), and there's a handful of promising titles hitting the streets in May. The long-delayed Mat Hoffman's Pro BMX looks like it may actually make it out, and the same goes for the similarly legendary Alone in the Dark: The New Nightmare.

So the PlayStation isn't quite dead yet. Almost dead, yes, but still thrashing around a bit, with the odd quality game to keep it alive just a while longer.

DAVID SMITH



Feature Story: What are the 10 games you have to own for the PlayStation? Check out pull details, pg. 39.

EDITOR'S TOP 5

1. Dance Dance Revolution 4th Mix
2. Chrono Cross
3. Tony Hawk's Pro Skater 2
4. Medal of Honor Underground
5. Valkyrie Profile

**Time Crisis:
Project Titan**

pg.41



EDITOR'S MOST WANTED

1. Metal Slug X
2. Hoshigami-Ruining Blue Earth
3. Shogun: Warlord
4. Evil Islands: Curse of the Lost Soul
5. Tropico

**Alone in the Dark:
A New Nightmare**

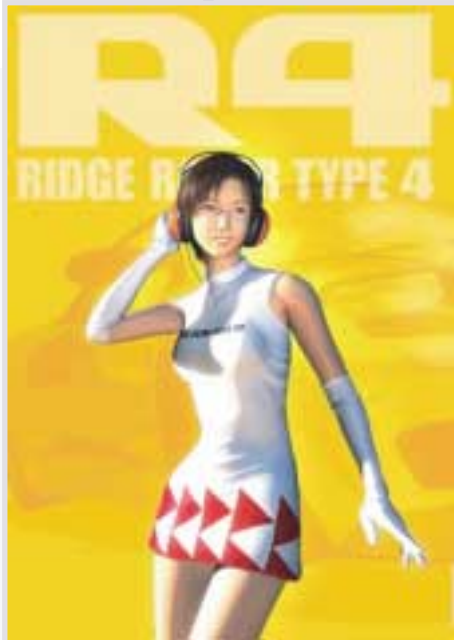
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PLAYSTATION FEATURE



The Top 10 Games of All Time

What are the 10 games you must own for the definitive PlayStation collection? Keep reading.

As we near the fifth year anniversary of the North American launch of PlayStation, we here at IGNPSX thought it was high time we listed our favorite PSX games. Given the large amount of games, the wide variety of titles, and the personal differences of opinion among our editors, this was a daunting task – one we took very seriously. After taking everything into account, including our personal preferences, we've come up with what we believe are the Top 10 Games of All Time on PlayStation.



Special Note: This top 10 list was created prior to the end of 2000, so it does not take into account several significant games. In a Future Top 25 List we will revote the top 25 to include games of such worth.

So without further ado, here we go:

10. R4: Ridge Racer Type 4 (Namco)

You just can't go wrong here. R4 simply has everything that is needed in an arcade racing game - brilliant track designs, cool cars, a great sensation of speed, and awesome control. It has an amazing amount of depth and control, and the overall experience is polished to perfection. The bottom line is that R4 is the best arcade-style racing game on PlayStation.

9. Street Fighter Alpha 3 (Capcom)

Street Fighter Alpha 3 features a long list of characters, excellent character animation, and classic 2D fighting gameplay. Its two-player game is damn near invincible - it's chock full of combos, mid air techniques, reverses, great speed. You name it, SFA3 has it. In our opinion, this is the best 2D fighting game on the PlayStation, and it's damn near close the best 2D fighting game ever - on any system.



8. Ape Escape (Sony)

Released in June of 1999, Ape Escape is arguably one of PlayStation's most original platform titles. Ape Escape is absolutely the best, the most innovative, the most amusing, and the most engaging platform game on PlayStation. The game uses the analog controllers in ways that have never been done before. Besides, the little apes, are perhaps the most amusing enemies any game has ever seen. You just have to play it to appreciate it.

7. Final Fantasy VIII (Square)

Released on September 9, 1999, Final Fantasy VIII quickly became one of the fastest-selling games of all time. With an epic storyline and some of the best looking CG on PlayStation, Final Fantasy VIII stood as one of the best RPGs ever released on consoles. The game combines an emotional story elements with amazing visual moments to outstanding effect. There are many RPGs to love on the PlayStation, but this one will always be one of our all-time favorites.

PLAYSTATION FEATURE



The Top 10 Games of All Time (con't.)



6. Vagrant Story (Square)

Generally overshadowed by other games in Square's vaunted 2000 software lineup, Vagrant Story has proven to be one of the company's best games. It features an extremely cinematic presentation, intriguing storyline, and an impressively deep battle system. It's one of those unique titles that only come around every once in a while. Although it might not be for everybody, it's a game that all the big RPG fans in the office rave about.

5. Resident Evil 2 (Capcom)

Resident Evil 2 was one of the most hyped and eagerly anticipated sequels of its time. And when it was finally released in January of 1998, gamers across the country found out that it was well deserved. Taking place a few months after the first game, RE2 lets you choose between Leon Kennedy and Claire Redfield, each with story paths that actually affect the other character's story when you played the game the second time. It's a brilliant sequel with a great story, graphics and gameplay and still stands as the best Resident Evil game on PlayStation.



4. Tony Hawk's Pro Skater (Activision)

Released in September of 1999, Tony Hawk's Pro Skater was the first game to truly capture the grit and feel of skateboarding, giving fans (and wannabes) a chance to do things they've always wished they could do. It has great graphics and great sound - but it's the incredible, in-depth gameplay that makes this a truly fantastic game.

3. Gran Turismo 2 (Sony)

Featuring more than 500 licensed cars and tons of tracks, GT2 is simply the finest racing game currently on any home system. And that's because it's not just a race game. It's a GT racer, a rally racer, a Test Drive-style exotic racer, a classic muscle-car racer, a hopped-up import racer, a Pike's Peak hillclimb racer; hell, it's even a Daihatsu Midget racer if you really want it to be. Nothing else compares. Nothing else looks this good, nothing else shows this kind of attention to detail, nothing else lasts anywhere near this long. If you love racing, this is the KING, baby.

2. Castlevania: Symphony of the Night (Konami)

The Castlevania series is one of the most enduring and well-liked in the history of videogames. Thankfully for PSX fans, Castlevania: Symphony of the Night is the best so far. Phenomenal graphics, some of the best music you'll ever hear in a videogame and gameplay and control that's just...well, perfect. If you like videogames, you really owe it to yourself to pick up this game and add it to your PlayStation collection (it can be found for less than \$20 at most stores). If you do, you definitely won't regret it, as it's a true gaming masterpiece.

1. Metal Gear Solid (Konami)

Metal Gear Solid was released in October of 1998, and was one of the system's most hotly-anticipated games of all time. The title, which follows the exploits of Solid Snake, is an action/adventure game that features simply stunning gameplay. From its exquisite storyline and believable characters to the tiniest of details - from tracks in the snow, to the sound of footsteps in puddles of water - Metal Gear Solid has, without a doubt, reached the top of the game heap. If you have a PlayStation and don't have MGS - you really are missing out on the system's very finest game. Get it!





PLAYSTATION PREVIEW

Metal Slug X

Things blow up real good in one of SNK's last American shooters.



The latest in a long line of games based on the classic Neo Geo shoot 'em up coin-op, Metal Slug X takes the series to new heights of crazy blasting action.

Visually, the game is amazing. Every inch of Metal Slug X's landscapes and environments are crowded with tiny bits of detail. Everything moves, everything explodes, everything flies this way and that when you crank it full of that good old Heavy Machine gun fire. The folks crafting

these graphics have a great sense of humor, too – the animals, the enemy soldiers, the scraggly long-haired POWs, and everything else are an absolute riot when they all come together.

Metal Slug X throws in more enemies and weapons than the previous game. In the original Metal Slug, the ultimate weapon was the Super Vehicle-001 mini-tank. In the sequel, it's joined by a host of new machines, ranging from a VTOL jet to an open-topped walker armed with cannon and twin vulcans. But even though a heap of new stuff has been added, the primary mission, as it has always, is to simply destroy anything and everything that gets in your way.

Even though this game is seriously old-school, it's still a riot. The fun of just charging from left to right, destroying everything in your path remains a constant after twenty years of videogaming. Combine that with the visual impact, the wealth of weapons and simultaneous two-player blasting action, and you've got a shooter for the ages.

GAME INFO

Publisher	Agetec
Developer	SNK
Genre	Arcade
Players	2
Release	04/15



PLAYSTATION PREVIEW

Time Crisis: Project Titan

Namco brings an all-new, all-original light gun shooter to the PlayStation.

While the original Time Crisis coin-op wasn't the first polygonal shooter, it did try to innovate in the gameplay department by taking the light-gun game in a different direction. It was the first game of its type to introduce a foot pedal. A simple addition, one may think, but it added an ingenious twist to the gameplay. Actually being able to dodge the gunfire and bombs of the enemy created a sense of strategy. With Time Crisis 2, Namco added two-player simultaneous play and additional weapons. Now you could work in cooperation with another player to complete each mission and cap off the enemy in a whole slew of ways.

Project Titan doesn't introduce any new gameplay innovations, building instead on what has come before. In terms of gameplay, there are two modes to tackle. In Story Mode, players battle through a number of locations, including a large seagoing cabin cruiser and an airport to defeat Project Titan's two arch villains - Wild Dog and Kantaris. Then there's Time Mode, which is pretty much what it says - pick a location and try to complete it before the clock runs down.

Seeing as how the original game was nearly unplayable with a controller, one can only wonder if Capcom's decision to nix gun support for their upcoming Gun Survivor will affect Project Titan. Will Namco hang in there and include support for their swank accessory, the GunCon? Only time will tell, so stay tuned.



GAME INFO

Publisher	Namco
Developer	Flying Tiger
Genre	Light-Gun Shooter
Players	1
Release	06/15



PLAYSTATION PREVIEW

Alone in the Dark: The New Nightmare

The fourth installment in the series concentrates on light and shadows. Creepy shadows, that is.

Darkworks' Alone in the Dark: TNN is the fourth in the series, and faithfully follows in the footsteps of the other AITD titles - it's a horror-adventure game in which the player guides 3D characters through a series of pre-rendered backgrounds.

Graphically, the game is superb. Clever lighting effects have been used to ensure that the backgrounds look incredibly lifelike. We walked around some darkened rooms with a flashlight, and the effect is great. The lighting isn't just used for effect, either. It's an integral part of the gameplay. For example, certain enemies fear light, while others violently attack any source of light. Touches like these make sure that the game isn't just another run-of-the-mill 3D adventure.

It's funny really. Although Alone in the Dark originated the survival horror genre, it's hardly ever mentioned in connection with it anymore - except by serious fans of older games. The New Nightmare should help change that. Graphically, it's a cut above the Resident Evil series, and it promises a more refined sense of storytelling as well - a more mature, psychological sort of suspense, rather than simple B-grade shocks. Hopefully, it will also maintain its predecessors' emphasis on intelligent puzzle-solving over pure action. We're told that backtracking will be kept to an absolute minimum, and with luck there will be no puzzles involving finding cranks, handles, or valve dials. New Nightmare won't arrive on PlayStation until early Summer, but don't count it out by any means.

GAME INFO

Publisher	Infogrames
Developer	Darkworks
Genre	Adventure
Players	1
Release	Summer



PLAYSTATION PREVIEW

Mat Hoffman's Pro BMX

This long-delayed extreme biking title takes the Tony Hawk engine where it's never gone before.

Originally slated for a release last November, Mat Hoffman's Pro BMX dropped clean off the radar during the holidays. As it turns out, the game was delayed for the best of reasons. It still has the same riders and controls, and it's still based on the original Tony Hawk engine, but now the game features many more trick animations and a finely tuned physics model. The action has also been sped up, rail balance seems a little easier, and chaining stalls and grinds together is pretty easy. You can adjust your attitude in the air, tilting forward or backward to come to a safer landing, which rectified the over-the-lip crashes that always seemed to happen in previous versions. As always, the levels are expansive, giving you plenty of running room to build up speed and plan your line.

As far as animation is concerned, there's even more variation now between riders when it comes to basic tricks, in addition to their trademark special moves. Cory Nastazio, for example, throws a scissors kick into the basic superman - other riders will add a dash of individuality to the way they perform a particular move. The bails have also been reworked, including some great-looking throw-your-bike crashes and nasty tumbling falls. There's no answer to the sack-out bail from Tony Hawk 2, but that leaves something to work towards in the sequel.

Mat Hoffman is constantly improving, and if it continues on this path, it'll definitely be one to look for if you fancy a little extreme BMXing.



GAME INFO

Publisher	Activision
Developer	Runesoft
Genre	Sports
Players	2
Release	May



This Month In PS2

In this first issue of IGN Unplugged, we'd like to give you something different. Instead of the deep PS2 coverage we normally deliver, think of this issue as a lovely beer sampler of IGN's content. This section is a perfect sample of the games we want and the state of the PlayStation 2's growing fan base.

In this issue, the hot topics are Sony's brilliantly conceived Gran Turismo 3 and four baseball games. Each brings a different enough perspective on the sport that they're all, er, major league contenders. Take a look to see which one's right for you.

As for the state of PlayStation 2, let me give you a little tip. Despite the criticism Sony received from every corner of the industry, not only did SCEA sell-through 1.4 million systems into North American homes, but SCEA will have sold-through 3 million units by the end of March. That's a new record in console sales. So, amidst the hype for Xbox and GameCube, don't forget about the system that's already in homes with a suite of great games.

DOUG PERRY



Feature Story: Now that Sega's making games for the PS2, what games would we like to see? pg. 44.

EDITOR'S TOP 5

1. SSX
2. Star Wars: Starfighter
3. Onimusha
4. Sky Odyssey
5. Madden NFL 2001

EDITOR'S MOST WANTED

1. Metal Gear Solid 2
2. Gran Turismo A-Spec
3. Tony Hawk's Pro Skater 3
4. Grand Theft Auto 3
5. Silent Hill 2

Gran Turismo 3 pg.46



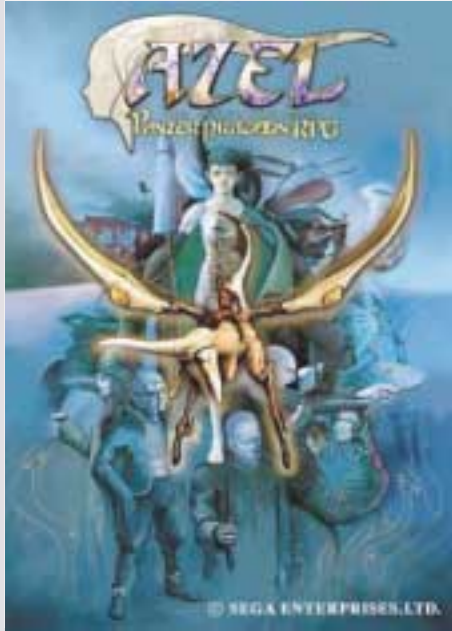
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PLAYSTATION 2 FEATURE



Mad for Sega

Sega's making PlayStation games. IGN PS2's editors make their wish lists.

DOUGLASS C PERRY (Editor-in-Chief)

5. Sonic the Hedgehog

How would it look on PlayStation 2? How would it feel? Wouldn't it be cool to see Sony's system get a, erm, real mascot? I would love to see it sell like crazy on PS2.

4. Sega Rally

I have always loved rallying more than almost any other kind of racing game, with power-slides being my favorite part. I would definitely like to see this game on PlayStation 2.

3. Panzer Dragoon Saga

I'm not a big RPG fan, but there have been a few RPGs that have really hooked me, and Panzer Dragoon Saga was one of them. If Sega brought any kind of Panzer Dragoon game to the PlayStation 2, I would certainly pee my pants with glee.

2. Nights

Nights was a beautiful game on Saturn, and it could only get better on a new system. I would love to see a sequel, and it could simply be icing on the cake to see it appear on PlayStation 2.

1. Daytona USA 3

The adrenaline, the vengeance, the speedy madness were all so damn good. How bitch-ass would it be to see the newest version of Daytona on PlayStation 2?

DAVE SMITH (Editor)

5. Sega Rally

This is still my favorite arcade racer. Everyone digs Daytona, and I agree that it's an excellent game, but there's something about Rally's more realistic courses and looser drift mechanics that I enjoy much more. There's nothing like taking a long curve just right in Sega Rally.

4. Planet Harriers

Descended from one of the most revered of arcade ancestors, this awe-inspiring shooter left us questioning whether or not the Dreamcast could handle it. The PlayStation 2 could probably handle a port, though, and I'd love to play it at home.

3. Panzer Dragoon

If it has the beautiful atmosphere that made me buy a Saturn, I'll be first in line to pick up a new Panzer on PS2, whether it's a shooter or an RPG.

2. Sakura Taisen

I've always wanted to play one of these - the setting and art style are classic, and Red's blend of strategy and character interaction offers just enough familiar gameplay elements to sneak a little dating sim action into the American market. Yes, I said America. Localize this or burn, Sega.

1. Virtua Fighter

Look, we're already getting this one, and exclusively to boot. VF has always been the innovator in 3D fighting, and with almost five years gone since Virtua Fighter 3, I can't wait to see what AM2 has spent all that time coming up with. Do I feel a little uneasiness coming from Namco's direction? Yes, I think I do...

DAVE ZDYRKO (Editor)

5. Model 2 Arcade Collection

I doubt anyone would really care about it and it probably wouldn't sell too well, but I'd be all over a compilation disc with arcade-perfect ports of Sega's biggest Model 2 arcade titles. More specifically, I would die for an arcade perfect port of both Virtua Fighter 2 and the original Daytona USA. Please Sega, do it for me!

4. Shinobi

Sega's Shinobi series is one of my all-time favorites, and I would be ecstatic if Sega were to bring the series to PlayStation 2. Just think of how amazingly cool it'd be if we could get a new Shinobi that's as well done as Castlevania: Symphony of the Night was done on PlayStation.

3. Shining Force IV

I'm still hurting a bit by the fact that Sega of America didn't bring out Shining Force III chapters 2 and 3 for the Saturn in the U.S. How about Sega making up for that fact by bringing an entirely new game stateside on Sony's PlayStation 2.

2. Panzer Dragoon Saga 2

It might have had its problems, but Panzer Dragoon Saga was one of the most innovative RPGs of its time and had a fantastic storyline and epic feel. I'd love to see it on PS2.

1. Phantasy Star V

The Phantasy Star series is one of my favorites of all time (let's all forget about the abysmal PS III) and if Sega were to do Phantasy Star V for the PS2, I would be one of the happiest gamers on the planet. And if not Phantasy Star V, at least a Phantasy Star Collection containing all four games in the series.

PLAYSTATION2 FEATURE



A Quick Guide to PS2 Baseball

IGN PS2's editors run three renditions of the Great American Pastime under the microscope.

High Heat Baseball 2002

To be completely frank, the High Heat series has been a major disappointment on consoles. While PC players have been getting a game that has had the critics raving, the console gamers have been left with nothing more than a poor simulation of America's single greatest pastime. However, this is no longer the case, as High Heat Major League Baseball 2002 on PlayStation 2 is the first console game in the series that comes close to its PC brethren.

The game might suffer from some piss poor graphics, but it makes up for it in its gameplay. High Heat 2002 is crammed with every simulation-type feature imaginable and is the most true-to-life representation of the sport of baseball that you'll find on a home gaming console. In fact, it's the only game where you'll still encounter completely new things throughout the entire length of a 162 game season. If you can deal with the poor visuals and are looking for a pure baseball simulation, then High Heat 2002 is your game.

All-Star Baseball 2002

While All-Star Baseball 2002 does have some major flaws (such as the horrific base running by the computer AI) it's nevertheless a very solid game of baseball that can be attuned to fit the gameplay needs of the finicky baseball purist or the casual fan. It might be a bit homer-happy on the whole, but it's still possible to get low scoring pitching battles against the computer on the All-Star setting, even after playing a lot of games.

For instance, deep into a season playing as the Boston Red Sox and after a five game winning streak where I was able to crank 21 round trippers, I lost a 1-0 pitching duel with Greg Maddux of the Atlanta Braves. Maddux limited me to three hits, all of which were singles, and Atlanta scored its only run in the sixth inning after Maddux bunted Brogna to 2nd who then scored on a single by Veras after a strikeout of Furcal. It was a disappointing loss, but one of the most rewarding games of videogame baseball that I've played in a while.

It's because of occurrences like this and the fact that the game offers such a tremendous amount of customizable options and a large feature set that I strongly believe that All-Star Baseball is one of the best baseball games available on PlayStation 2. If not for the fielding and baserunning bugs, it would be the clear cut champion in the genre.



Triple Play Baseball

Considering that EA Sports is well known for always being the leader when it comes to features included in a sports game, it's odd that its baseball series is the most limited of all the upcoming baseball videogames.

The game limits the player to a single method for hitting and fielding and doesn't even allow you to change things as much as you could in the PlayStation version of the same game. If you're a fan of the series that wants to handle hitting simply by timing the swing correctly and pressing up on the directional pad for a home run swing, you don't have that option.

That's not to say that Triple Play Baseball is a bad baseball videogame, because it isn't. It's actually a good game of hardball, albeit a very limited one. If you're okay with the 15-13 contests, star pitchers finishing a season with an ERA over 7.00, home run totals for league leaders in the 80-plus range, a batting cursor and no power swing and manual fielding at all times, then you'll find that Triple Play Baseball meets your needs perfectly. If you want anything that strays away from that formula at all, then you'll be sorely disappointed.

PLAYSTATION 2 PREVIEW



Gran Turismo 3 A-spec

Can Sony's premier first-party developer show off the PlayStation 2's full power?

Once thought of as a simple upgraded version of Gran Turismo 2, Polyphony Digital's Gran Turismo 3 A-spec has turned into so much more than that. Despite the fact that the game features fewer cars than its predecessor, the raw number of significant upgrades that have been made to the title in other key areas suggests that this is a true sequel.

So why does GT3 have fewer cars? The reason for this is that GT3 cars are much harder to make than GT2 cars. The average car model in GT3 consists of between 2,000 and 4,000 polygons, while the same car in GT2 is made of 300 polygons. So while there are less cars than before - they look a billion times better. And there are still more than 150 cars in the game.

The Tracks

It appears that there will be a grand total of 36 courses available in Gran Turismo 3 A-spec, with 19 of them being completely unique

courses and the other 17 being either reversed or slightly different variations of the main set of tracks. Nearly all of the tracks have been previously seen in GT2, but there are several new ones, including Complex String, Swiss Alps, and Cote d'Azur.

All-New Weather Effects

GT3 will for the first time in the series feature actual weather effects. One of which will be the ability to drive in rain or, more specifically, on wet roads. The wet weather driving brings a lot to the table as it shows off more of the game's amazing lighting and particle effects.

Enhanced Music and Sound

All of the sounds for GT3 have been re-recorded. As a result, each of the 150-plus cars featured in the game have their own completely authentic engine noises. In addition, you won't only hear that car coming up behind you, you'll hear every car around you. In GT2, you could only hear a single car driving in your presence.

License Tests & Gameplay Modes

Gran Turismo 3 promises to have all of the same race modes and features of GT2, plus a few more. According to Imasaki, "All of the features in GT2 will be in GT3. It's just going to be displayed differently." He went on to say, "It will be more user-friendly, and it's going to be more sexy and design-wise, it's going to be much more flashy."

Also worth noting, GT3 will have a greatly enhanced rally mode and improved multiplayer aspects. In addition to the simple split-screen play mode, which will feature both horizontal and vertical modes, the plan is to offer network support for up to six players.

Better Physics & Improved AI

And thanks to the PS2's power increase over the PSX, the general level of control that you have over the vehicles is also about 25% or so more detailed than previous GT games, giving players a much better feeling of control than ever before.

Early Verdict

If you're looking for a good reason to buy a PS2 and haven't been impressed with what you've seen so far, this is definitely a title that'll change your mind. Gran Turismo 3 A-spec is a system seller in every sense of the word.

- Dave Zdyrko

GAME INFO

Publisher	Sony Computer Ent.
Developer	Polyphony Digital
Genre	Racing
Players	6
Release	June 2001





PLAYSTATION 2 PREVIEW



Twisted Metal: Black

Incognito's twisted car combat title returns to the series' roots and adds a few twists.

Twisted Metal: Black is the latest in a long line of car combat games...and one that comes featuring one of the sickest and most twisted (no pun intended) stories ever incorporated into a videogame.

The game has both single- and multiplayer gameplay modes, with the single-player modes consisting of Story, Challenge and Endurance. However, it seems the developers have spent most of their time making sure that that

the game's multiplay is where the fun is really at. With around 19 to 21 levels and several play modes, including two to four-player deathmatch, two-player co-op, and two-player Last Man Standing, this could potentially be one of the best multiplayer games that you'll find on PlayStation 2 this year.

A lot of this has to do with the wealth of weapons in the game. TM: Black sports one of the most advanced weapon systems yet seen in a car combat game. Each vehicle has a machine gun plus two character-specific special weapons, and there are numerous pick-up weapons ranging from homing missiles to power bombs.

As a whole, Twisted Metal: Black is looking promising. In recent years car-combat games have lacked creativity, depth and fun that made them so attractive in the early PlayStation years, but I feel that the tide is about to turn. It appears that the car combat genre is truly going to receive a blessed new metaphorical chassis, set of tires, and more importantly, a new engine, with Twisted Metal: Black. Fans of the genre and the Twisted Metal series (especially the first two) should start saving up their cash for this one because it looks like a sure-fire winner.

GAME INFO

Publisher	Sony Computer Ent.
Developer	Incognito Studios
Genre	Adventure
Players	4
Release	June 2001



PLAYSTATION 2 PREVIEW

Virtua Fighter 4

Sega's first PS2 title continues an incredible franchise.



Which is the best 3D fighting game? Tekken? Soul Calibur? Virtua Fighter? Time for that debate to begin anew as AM2 prepares the next installment in the Virtua Fighter series... for PS2.

So far, Sega has been cagey about how the actual gameplay is going to work. One thing we do know is that VF4 will employ the same control scheme as the first two games, (Punch, Kick, Defense). Other things mentioned but not yet confirmed are a complex parrying system, a possible free movement system (a la Soul Calibur), and partial automatic blocking for beginners. We'll bring you more details when we get them.

VF4 looks stunning. The environments are huge and detailed on every level, and have a very high degree of interactivity. The fighters have a new sense of weight and volume, as well as a realistic sheen added by much-improved lighting effects, and there is considerable new depth of detail and animation in the polygon models.

There are two all-new characters in the works: one male, one female. We have yet to see the female, but the male is a Shaolin monk. Nearly all of the old characters have been confirmed as returning, as well as others spotted in the AOU preview movie, like Shun Di, Jacky and Sarah Bryant, Lion Rafale, and Jeffry McWild. We have not seen Dural yet, but you can probably bank on another appearance for her as well.

VF4, despite the impressive demonstration at its debut, is still some ways off completion – it may not arrive until 2002 according to our latest info. When it finally does arrive, though, it should be an immediate contender in the 3D fighting realm, if not the undisputed king. But of course, that all depends on what Namco decides to counter with. Either way, one thing's for sure, it's gonna be a great year for fighting fans.

GAME INFO

Publisher	Sega
Developer	AM2
Genre	Fighting
Players	2
Release	2002



PLAYSTATION 2 PREVIEW

Grand Theft Auto 3

Being a mean, thug has never been this good-looking.

Grand Theft Auto 3 is one of the most wildly imaginative, darkly funny, and wonderfully playful games we have seen in many a year... and we also think it's one of the most impressive PlayStation 2 in development.

The gameplay is basically the same as in the previous versions. The player takes on the role of a low-level thug who must work his way up the Mafioso ladder. And you do that by killing and causing destruction, mayhem and anarchy. No doubt about it - this game is highly controversial. Your missions require that you murder people, but you can also kill anyone at any time just for the fun of it. One thing's for sure - GTA3 is definitely not a game for kids. It's for grownups who like movies such as the Warriors, The Getaway, and Death Race 2000 (which unsurprisingly are some of the developer's inspiration for Grand Theft Auto 3).

As one would expect, being on a next generation system, it's a three-dimensional game, with a massive city to explore, a garage bursting with vehicles to drive, and some of the best weapons a lowdown gang can buy, and all its environments bustle with life. Cars, people...you name it - if it's in a city, it's in GTA3.

GTA 3 is many months away, and while it looks good in our eyes, there are several more stages the game will pass through before it's done. The textures, which look simple now, will become more sophisticated. The graphic effects will become more realistic, the story-based scripting woven in, and the gameplay will be honed and play-tested until it's near perfect.

GAME INFO

Publisher	Rockstar Games
Developer	DMA Design
Genre	Action
Players	1
Release	September 2001



PLAYSTATION 2 PREVIEW

Yanya Caballista Featuring Gawoo

Koei's action division aims to take on Sega and Capcom in the style department.

Yanya Caballista is the PS2's first skateboarding game, although it does appear to be drawing an influence from (of all places) Opus' Surfroid. The Dual Shock surfboard adapter that powered that innovative, but ultimately failed attempt at a surfing game will be joined by a similar skateboard controller that fits over the PS2 controller's two analog sticks. In combination with the face buttons, you use the board to ollie obstacles, slide rails, perform tricks, and steer around the city.

It's quite a city to explore - Yanya is, shall we say, one of the more visually innovative games to hit PlayStation 2, somewhere halfway between Jet Set Radio and Jojo's Bizarre Adventure. The 3D characters are done up in cel-shaded textures to re-create the cartoonish feel of the character designs, and the backgrounds have a similarly skewed quality. The overall look is a lot of fun, with the only drawback being some rather unrefined character animation as yet. The motions aren't as fluid as those in Jet Set, especially the stiff MTV Skateboarding-esque rotations.

In addition to the single-player adventure, the game will also feature a number of multiplayer modes. Skill Up mode is your basic free ride, where you can practice combos, Versus mode is a race between two players to grab the most Gawoo Balloons in a given level, and Live mode is a halfpipe mode where your tricks affect the soundtrack - each time you do a trick, it'll add a different track or effect to the basic background music.

An American release of Yanya Caballista remains up in the air, but we figure this one has to come over, even if it has to pick up a slightly more pedestrian moniker in the process.



GAME INFO

Publisher	Koei
Developer	Koei
Genre	Action
Players	2
Release	TBA

PLAYSTATION 2 REVIEW



Quake III: Revolution

Meet the new boss, same as the old boss. Id's rip-roaring FPS takes the PS2 throne.

Let's get this straight and out of the way real quick. Quake III: Revolution is a strange misnomer. Despite the fancy title, this game doesn't deliver any kind of revolution by any stretch of the imagination. It's a first person perspective shooter in the classic mold, doesn't support mouse or keyboard control, it isn't an online game... and it's not really like the PC game in any shape or form. At least that's what PC Quake III players say. They'll probably tell you it sucks, too, but they're wrong, dead wrong.

It's not like I'm winning money in contests over here playing Quake III on the PC, but I can keep up my end well enough. So, when Quake III Revolution arrived in our office and we settled into a four-player deathmatch, it was not only surprisingly to see how good-looking the game was, it was startling to see how well it played.

GAME INFO

Publisher	Electronic Arts
Developer	Bullfrog
Genre	Action
Players	4
Release	03/27

While comparisons need to be made to the PC for clarity, Quake III: Revolution stands up quite well on the PS2. In fact, it's easily the best first-person shooter on the PS2. Having revisited both TimeSplitters and Unreal Tournament, Quake III Revolution stands up as an excellent single-player game, and is a remarkably fun deathmatch game on console. Sure, the developers had more time to work on it, and it's more or less a port, but everything about Quake III Revolution is surprising good in every aspect. From the crisp, clean graphics, to the rock-solid framerate, to the surprising control, to the engaging single-player game, to the numerous levels plucked from the PC game and its various add-ons, Quake III Revolution is a totally worthy FPS in every regard.

The game provides several different controller setups, but the one that works the best in my opinion is "Advanced" because it feels the most natural. The left analog handles running and walking, while the right analog controls looking right, up, down, and left. R1 is the fire function, L1 is jump, L2 is squat, and R2 is secondary fire. Square and Circle handle toggling between weapons. It doesn't take very long to master, and once you do, the controls become second nature.

After having played both Unreal Tournament and TimeSplitters again on PS2, I can easily say that the most satisfying first-person shooter on PS2 is Quake III Revolution. The single-player Campaign is varied and challenging, creating an actual game that people will want to play, and the four-person multiplayer games are top-notch stuff. We were all quite surprised to see how fast the characters moved, how fast the framerate was, and how good the game looks on PS2. It mightn't deliver the same b-grade sense of humor and long list of options that TimeSplitters does, and it certainly doesn't have the killer level-building option, but what it does do - which is to bring gamers an incredibly fun four-player PC game to the PS2 - it does remarkably well.

Simply put, Quake III is the best multiplayer game on the PS2, and I highly recommend it.



RATINGS

Presentation: 7.5 Graphics: 8.0 Sound: 8.5 Gameplay: 9.0 Lasting Appeal: 9.0

**OVERALL
SCORE: 8.8**

PLAYSTATION 2 REVIEW



Zone of Enders

In the beginning, I loved this game. And in the end, well...I loved some of it.

Z.O.E. is an action-shooter game based on the eponymous Japanese robot toys and animated series.

At the best of times, this game is great to play. I feel as if I'm in a massive beautiful robot slashing evil robots to pieces with my mighty beam swords and deadly rocket punch and homing lasers and energy mines and other such wonderful explosive stuff. No mech game has come close to this sensation, not Armored Core or Gun Griffon or anything else before, fine though those games were. However, once you've played it a while, certain issues start to arise.

Most significant is that the game gets repetitive. There's simply not a great deal of variety to the enemies you fight. Aside from the four bosses (or five, depending on how you tally things), there are essentially three basic enemy types throughout the entire game, two of which behave almost identically. The game does its damndest to make the most of that limitation, presenting different types of encounters shaped by the levels around you and the constraints of protecting survivors, but the dash-dash-slash-slash motion will certainly become second nature long before the game is over.

My other main gripe is that I'm not all that high on Z.O.E's puzzle design, which consists mainly of a lot of Resident Evil-style fetching and carrying. In particular, there's one quest that doesn't include nearly enough in the way of pointers to your destination. You just have to wander around areas you've already explored (and where enemies continuously respawn) and scour the turf for an item that's hard to make out unless you're right on it. Frankly, I found that frustrating.

Graphically, the game is great. The 3D artists did a brilliant job of bringing the Mechs to life, with smooth edges all over, animating trails of energy around limbs and joints, great highlighting on smooth surfaces, lovely lighting and particle effects. The animation never skips a beat, even with all those effects.

Z.O.E's musical score is excellently suited to the action and visuals it supports. However - I get annoyed when the soundtrack goes all emotional and piano-ey during the purportedly serious bits, and the voice acting and the lines they have to say are just awful. Konami should have done a much better job with this - more like what they did with MGS.



The people who created Z.O.E obviously have tremendous talent. The 3D engine and control scheme they have created are absolutely marvelous, and the game's visual designs are top-notch. It has flashes of brilliant scenario design, and yes, there are a few character moments I liked. So I hope their next game builds on those strengths, and does something about the problems I've already discussed at length.

And there probably will be a sequel. The conclusion of Z.O.E lacks only a giant "Sequel Coming Summer 2002" placard. If and when that sequel does come, I have high hopes for it. Since the tasks of producing the engine and core gameplay are complete, the team will have plenty of time to add more variety in areas like level design, enemies, puzzles, and the like. With luck, the writers will try to earn my tears a little more honestly. And maybe whoever handles the localization will learn the virtue of a hands-off approach.

-David Smith

GAME INFO

Publisher	Konami
Developer	KCEJ
Genre	Action
Players	2
Release	03/27

RATINGS

Presentation: 5.0 Graphics: 9.5 Sound: 8.8 Gameplay: 6.5 Lasting Appeal: 7.5

**OVERALL
SCORE: 7.5**



This Month In Xbox

On behalf of IGN Xbox, I'd like to welcome you guys to the inaugural issue of IGN Unplugged. Hot on the heels of TGS, I'm sure you guys have had about all of the marketing madness spewed forth by Microsoft, Sony and Nintendo about the Xbox, and you're wondering what the real deal is with this new console. Will the games be any good? Will it have support, both here and abroad? Will it have a spy camera that reports my consumer habits back to Microsoft headquarters? Well, The fanboys can say what they want about Bill's Box, but the facts remain: this console has power, it has backing, and from the looks of things, it has some seriously amazing games. That said, we're more than a little excited about Microsoft's first true entry into the console market, and hope this issue helps you guys see why. We'll have to get back to you on the whole "spy camera" issue...we think we're being watched...

BRANDON JUSTICE



Feature Story: There's nothing better than a little vengeance, unless of course, it's got a paycheck attached to it. pg. 52.

EDITOR'S TOP 5

1. Crazy Taxi 2 (DC)
2. F-Zero (GBA)
3. Speedball 2 (Genesis)
4. Sonic Adventure 2 (DC)
5. Ooga Booga (DC)

EDITOR'S MOST WANTED

1. Oddworld (Xbox)
2. Gun Valkyrie (Xbox)
3. Ooga Booga (DC)
4. Twisted Metal:Black (PS2)
5. Red Faction (PC)

Mad Dash

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Gunvalkyrie

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XBOX FEATURE



Bounty Hunter

Avenge for fun and profit in Warthog's title for Microsoft's new platform.

GAME INFO

Publisher	Crave Ent.
Developer	Warthog
Genre	Action
Players	1
Release	Q1 2002

In the future, kicking ass will not only be legal, it will be a continually encouraged via the promise of material gain and vocational stability. Considering the volatile nature of today's economy, Crave's upcoming journey into the dark, vengeful word of the intergalactic hired gun is looking like a more attractive alternative to that Drive-Thru position at Mickey Ds. We say this because, aside from the reduced risk of 3rd degree beverage burns, Bounty Hunter seeks to redefine the modern action game with an intriguing synergy between two incredibly popular action categories. And if they pull it off, this Xbox exclusive just might have the fire-power to punch a hole worth mentioning in the hull of Sony's Deathstar early next year.

A story-driven combination of hardcore space combat and intense first-person shooting, Bounty Hunter hopes to be one of the first next-generation action games to truly leave its mark on the Xbox, and Producer Mike Arkin believes that this game will have the appeal to push it into the stratosphere: "It's going to be very action-oriented,

very arcadey. Through the course of your mission you fly around in space and eventually you land on planets and space stations, as well as dock with other ships. You can then jump out of your ship and basically just run around with some weaponry and do a little FPS combat."

Sure, you'll be toting some heavy firepower, but don't be mislead into thinking that BH is all brawn and no brains. Tipping its hat to the likes of Half-Life, the development team at Warthog has a story to tell, and through a number of carefully integrated scripted events that promises to make for one hell of an experience. You've been screwed over something fierce, fellah, and now its time to make someone pay:

"In the very first mission you get set up and you go to jail for ten years, and you're basically uncovering the story of how that happened. There will be recurring NPCs, both good and bad. There will be some bad guys that you'll encounter that might just seem like part of the individual mission you're on. But later in the game, you may discover that there's more to them than meets the eye."

NPCs take a pretty heavy role in the plot line, as Warthog is putting a lot of time into the game's AI, and nearly everything you do can end up weighing in on your overall level of effectiveness. Not only do NPC characters react based on multiple factors like their intelligence, equipment, and numbers, but BH seeks to create a much deeper atmosphere by bringing reputation into the equation during non-combat situations. The game features three primary races, and depending on your actions, different factions will respond in different ways. Screw up a run for one group, and their allies might not be so forthcoming with info the next time around.

This sort of behaviorally dependant scripting seems to be the vehicle of choice for Bounty Hunter, as the game's level progression also allows the player to make his own bed and then attempt to lie in it. The game's levels will be absolutely huge, multiple times larger than most modern FPS titles, and will often feature multiple transitions between space and ground-based action, but the coolest part is, the development team is determined to emulate the free-spirited life of a bounty hunter via a refreshing mission system: "I call it a semi-linear structure. Essentially it's a linear story and you do have to play through all the missions to get to the end, but the player



XBOX FEATURE



Bounty Hunter (con't.)

Avenge for fun and profit in Warthog's title for Microsoft's new platform.

will be presented with some options, so you can choose between several different missions. The branching system will be such that eventually it will force you [to take certain missions], and you may not realize that its forcing you, but it will eventually force you to take the job." Depending on your course of action and the consequent response from NPCs, this sort of thing makes for a pretty appealing level of replayability, but the open-ended missions and diverse characters are just the beginning of this game's incredibly broad scope. Just to avoid jealousy on the part of the hero (you are the main man, after all), character customization is a central part of the Bount Hunter experience.

According to Arkin, "In each level, you're taking missions that have cash pay outs, and that cash will be something you'll be able to use to purchase new weapons. For guns, you'll be able to head into a shop and pick new items up, and for your ship, you can go into a dock and pick new ship systems, new guns, new missiles, and other upgrades."

As far as the action itself is concerned, Crave says to expect the game to be about 70% on foot, and 30% in the not-so-friendly skies, but you won't have to worry about regaining your bearings. One of the key

principles on which Bounty Hunter is based is the idea of seamless shifts between the two game types. The control scheme is being designed to insure a high level of similarity between the two types, and the menu layouts will also be consistent so you won't completely freak out when making a switch. This should come in quite handy, as the game plans to offer multiple vehicle types and even the ability to ride certain creatures. Weirdness.

Hopefully, all of this oddness will come together in a game that manages to push the limits of a habitually stale genre. Bounty Hunter is currently slated to hit the Xbox some time in early 2002, so the team at Warthog will have plenty of time to make this work. We expect a much better look at the title at this year's Electronic Entertainment Expo.





XBOX PREVIEW

Mad Dash

Animals? Racing on two legs? Weird? Fun? Let's find out!



Most racing games are all about putting the pedal to the metal, but Crystal Dynamics is currently hard at work on an Xbox racer that is all about putting your feet to the street. In Mad Dash, Eidos has a mix of combat racing and 3-D platforming not unlike the PlayStation's somewhat lackluster Running Wild. But unlike the latter, Crystal Dynamics is looking to do things right with creative, interactive level design and some crazy characters they hope bring a little charm back

into the racing genre.

Competing as one of nine different animal racers in either single or multi-player action, the name of the game here is doing whatever it takes to win. Each character has special abilities in one of three categories: dashing, bashing and gliding, and depending on the type of character you select, different short-cuts will be available at different times, making each race on the game's 8 available courses an incredibly diverse experience.

You'll be able to throw down tons of different attacks, including elbow throws, a variety of weapon power-ups, and land-based traps like tripwires and TNT. The tracks themselves, set in exotic locations like a live volcano and a tropical forest, will be jammed full of obstacles like falling magma balls and man-eating plants, so you'll have to worry about more than your opponents.

Mad Dash is expected to be complete some time around the Xbox launch this Fall, but the jury is still out on whether or not it will be able to outrun the competition. We'll be back with more details as soon as they roll in.

GAME INFO

Publisher	Eidos
Developer	Crystal Dynamics
Genre	Racing
Players	TBA
Release	Fall 2001



XBOX PREVIEW

Gunvalkyrie

Smilebit develops its first Xbox game. Can the makers of Jet Grind Radio do action, too?



Sega raised more than a few eyebrows with its recent announcements at TGS, and one of the key reasons is that the world learned of Smilebit's plan to debut its incredible looking action shooter, Gunvalkyrie, to the Xbox this Fall.

Gunvalkyrie takes place in the 1890s. For those of you not in the know, that's the past, but in this case, the world has been rushed into the age of space exploration, apparently by a genius who managed to transform the terrestrial civilization as a whole (they must've gone from wagons to space craft - that's gotta give you a headache).

The game focuses on Mercenary Soldiers in the world who wear power suits equipped with boost systems that allow one to defy gravity. It's possible for the characters to run across walls and perform spinning jumps as a result of this, according to Sega. Characters can also collect a variety of weapons located in the game stages. It seems that all this nick-nack-patty-wack is to avoid the massive numbers of enemy "Balm Critters" that confront you.

Outside these details released at last year's ECTS showing, little else is known about this visually stunning action shooter. Considering its recent track record on Jet Grind Radio, we're anticipating big things out of Smilebit on this phenomenal title. And if you haven't seen the TGS footage of this game yet, go download it off the IGN Xbox web site, and you'll know why. This one is going to be hot!

GAME INFO

Publisher	Sega
Developer	Smilebit
Genre	Action
Players	TBA
Release	Fall 2001



This Month In DVD

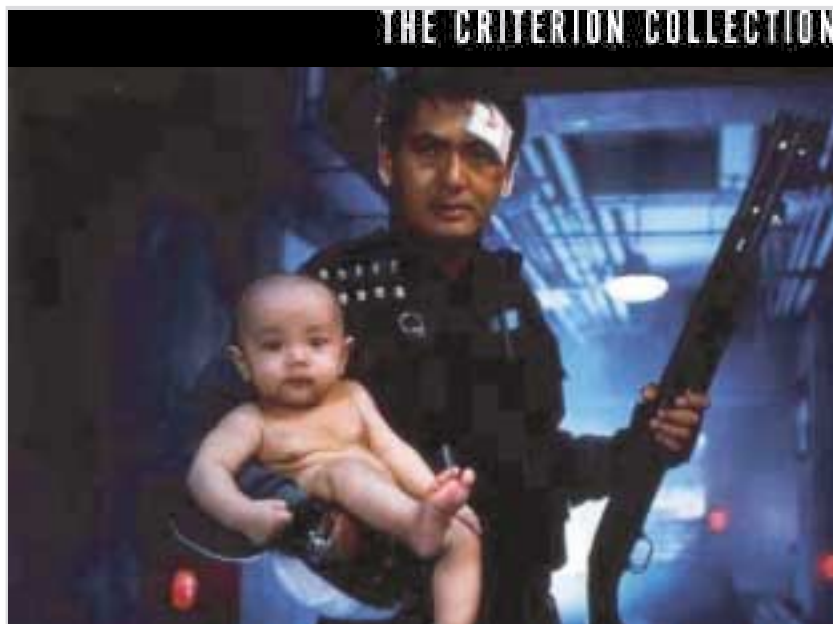
Some of us here at IGN.com thought last year's summer movie offerings sucked ass. Sure, there were bright spots, but the big budget deliciousness usually seen during summertime was missing. Now, many of these so-so films are trickling onto DVD.

Still, there's hope on the horizon. In the coming months, we'll get the *Superman* box set, promising to revive interest in the Man of Steel. Also arriving in the short-term is the *Rocky* box set. True, some of the later *Rocky* flicks were terrible, but at least two of the titles are anamorphic transfers. Finally, we can look forward to *Close Encounters of the Third Kind* later this year.

But where are the really good box sets? You know what I'm talking about — the Indiana Jones Trilogy, the Star Wars Trilogy, and the Coen Brothers box set. We promise to keep heckling George and Steven, and any other hot titles certain directors have been sitting on.

Hey, it's our job.

STEVE HORN



Feature Story: The Criterion Collection. A must-own collection of the best DVDs on the market, pg. 55.

EDITOR'S TOP 5

1. *Fight Club*
2. *Se7en*
3. *Terminator 2: Judgement Day*
4. *Beastie Boys Anthology*
5. *Toy Story Ultimate Toy Box*

EDITOR'S MOST WANTED

1. *Close Encounters*
2. *Crouching Tiger, Hidden Dragon*
3. *The Mummy - Ultimate Edition*
4. *E.T. - The Extraterrestrial*
5. *The Godfather Trilogy*

Crouching Tiger, Hidden Dragon pg.57



Dancer in the Dark pg.58



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DVD FEATURE








Collectible Criterion

The name has always been synonymous with quality. IGN picks the best of the best.

Film junkies know the name Criterion from their excellent presentations of forgotten or modern classic films on LaserDisc. A Criterion treatment on a film usually means a careful restoration, director approval, and a whole heap of extras.

With the advent of DVD, Criterion has published many lost greats and in the meantime created some of the most collectible DVDs around. Simply check sites like eBay for out-of-print Criterion titles and you'll find prices that sometimes eclipse the cost of a DVD player!

Here are the most coveted Criterion titles (in no particular order):

	<p>1. <i>The 400 Blows</i> – Francois Truffaut This film is important in establishing Truffaut's reputation as a world-class director. It touches on themes of neglected children and life-long friendship. This film is no longer available in Criterion's catalog and prices sometimes reach over \$175.00 for this DVD.</p>
	<p>2. <i>Salò</i> – Pier Pasolini Called by many "the most disgusting movie ever made," <i>Salò</i> is the story of four perfect kids rounded up and then executed for the pleasure of sick and twisted adults. The film touches on the debauchery of De Sade and the horrors of Dante. This DVD usually can't be had for less than \$200.</p>
	<p>3. <i>The Killer</i> AND <i>Hard-Boiled</i> – John Woo These two amazing action flicks by John Woo feature Chow Yun Fat and are frequently noted to have the highest body counts in modern cinema. Both are noteworthy for their amazing gunplay and typical Woo slo-mo goodness. Each title regularly hits the \$200 mark.</p>
	<p>4. <i>This Is Spinal Tap</i> – Rob Reiner This was an extremely hard title to find until last year when it was released on a non-Criterion title from MGM. Still, this OOP edition has some things you can't find on the MGM disc and remains a coveted addition to any serious collection. Price up to \$95.</p>
	<p>5. <i>Sid and Nancy</i> – Alex Cox This is a must-have if you are a Sex Pistols fan. Don't be fooled by the recent reissue by MGM. This is the real deal with some nice extra features. Prices top around \$80 for this title.</p>

So, what titles of today will likely be collectible? *Silence of the Lambs* just went out of print so it might be a good buy if you can find it. Also, *Robocop* is out of print yet some stores still stock unopened copies if you dig around. Akira Kurosawa's *Seven Samurai* is out of print but is increasingly difficult to find. Finally, *The Unbearable Lightness of Being* can still be found here and there even though it too is out of print.

Good luck with the collectin'!

DVD PREVIEW



Superman Box Set

The Man of Steel gets a shiny new treatment.

Superman: The Movie, when it hits DVD, gets a brand new digital transfer, remixed Dolby Surround 5.1 sound, and an additional nine minutes of footage never seen theatrically or on video. The additional Superman flicks also street on DVD for the first time ever on May 1. Right on! Our copy of Superman IV, video is literally falling apart. Of all the things to see on the new disc, we're most interested to see if Brando's performance holds up. (The man was paid \$3.7 million for two weeks of work.)

GAME INFO

Publisher	Warner Brothers
Genre	Action
Release	05/01
Price	\$79.99

Superman: The Movie DVD has the following goodies:

- Four Featurettes:
 - "The Magic Behind the Cape" - A featurette about some of the effects in the film including a peek at the opticals, flying tests, and interviews with the effects supervisor and unit director. The effects won an Oscar for "Special Achievement in Visual Effects."
 - "Making Superman: Filming the Legend" - Interviews with Richard Donner, Margot Kidder, Christopher Reeve and others on how the film came together.
 - "Taking Flight: The Development of Superman" - This is a look at how the flying sequences were created using trial and error. New interviews are included.
 - "Screen Tests" - A look at some of the screen tests for the man of steel plus an interview with the casting director.
- Commentary by director Richard Donner and creative consultant Ton Mankiewicz
- Audio outtakes and alternate scoring for eight sequences
- Music-only audio track in 5.1 Surround
- Storyboard to screen piece on DVD-ROM.
- Original theatrical trailers and TV spots.



DVD PREVIEW

Crouching Tiger, Hidden Dragon

10 Oscar Nominations and we have to wait until June?!

Honestly, admit it. You didn't quite know what all the hype was about when this film hit the theaters. But then, one lazy afternoon, you hauled your butt to the multiplex, reluctantly paid your \$5.50, settled into a sticky chair and we're totally blown away. This is no sappy Titanic or dark The Matrix. This is a poetic film blasted with color, warm characters, and dazzling cinematography.

Crouching Tiger, Hidden Dragon received ten Oscar nominations and won four: Best Foreign Language Film, Art Direction, Cinematography, and Original Score. The film follows two master warriors as they track a missing sword called Green Destiny.

June 5 is the date set for the DVD release of Crouching Tiger, Hidden Dragon. The poetic flick looks to get a so-so treatment on DVD:

- Anamorphic video transfer
- Director commentary with Ang Lee and Executive Producer James Schamus
- Making of Special from Bravo called "Making the Dragon"
- Interview with Michelle Yeoh
- Photo Montage
- Theatrical trailers
- Production Notes



GAME INFO

Publisher	Sony
Genre	Historical Romance
Release	06/05
Price	\$27.99

DVD REVIEW



Dancer in the Dark

Bjork shines in this dark musical with an unforgettable ending.

If you love Bjork, then you must see this film. If you have no problem with Bjork, then you should see this film. If you don't know who Bjork is, then you should see this film. If you hate Bjork, then you should still see this film. She is amazing in this film. How amazing? Well, considering that she was voted Best Actress in the 2000 Cannes Film Festival AND nominated for an Academy Award for Best Song, we'd say pretty damn amazing.

DANCER IN THE DARK

Publisher	New Line Cinema
Genre	Drama
Sound	Dolby Digital 5.1
Rating	R
Director	Lars von Trier

The Movie

Dancer in the Dark is the story of Selma, a woman who, as her life gets complicated, retreats further into her mind thinking she is living in an unfolding musical. A Czech immigrant living in a small American town, Selma is losing her sight to a degenerative eye disease. In order to save money so her son Gene can get an operation (he is afflicted with the same disease), she cheats on her eye tests. She rents a house from a cop and his wife. When the cops asks for a loan, Selma refuses. The cop steals the money and a murder occurs.

Dancer in the Dark is an emotional roller coaster. One moment you're singing along with a happy tune and the next moment has you crying your eyes out at a horrifying scene. At more than two hours, it's one of those films you need to find some people to talk about it or just put it out of your mind altogether. It's that intense.

Many of the dance sequences are choreographic genius. Gone are the sweeping Disney vistas or fields of poppies. Dancer in the Dark's musical numbers occur in dark and dreary places like train trestles, factories, or Death Row. The scenery alongside Bjork's spot-on score and songs make for a deliriously spinning adventure.

The Video and The Audio

The film was shot on mixed media including various styles and formats of handheld cameras. It's a little distracting at first, but ultimately the quality of the transfer is really strong and covers up the limitations of the medium.

The audio portions are very impressive. Much of the film booms with Bjork's voice and score but also picks up some of the tiny nuances like single drum taps with precision. The sound-staging in the musical numbers is HUGE. The bass is booming and strong.

The Extras

This is a New Line Platinum Series disc so we've come to expect quite a bit from discs like this. Dancer in the Dark clearly delivers. We are treated to:

- o Feature-length commentary from Director Lars Von Trier, Producer Wibeke Windloer, Technical Supervisor Per Kirkeby and a SECOND commentary from Choreographer Vincent Paterson.
- o The fascinating documentary "100 Cameras: Capturing Lars Von Trier's Vision."
- o The documentary "Choreography: Creating Vincent Paterson's Dance Sequences."
- o Alternate scenes are available.
- o A menu option called "Selma's Songs" allows you to skip directly to the musical bits of the film. The best part about this is a commentary by Bjork.

Run to this film. You won't be disappointed.



RATINGS

The Movie: 8 Audio: 9 Video: 9 Extras: 9

OVERALL
SCORE: 8



This Month In For Men

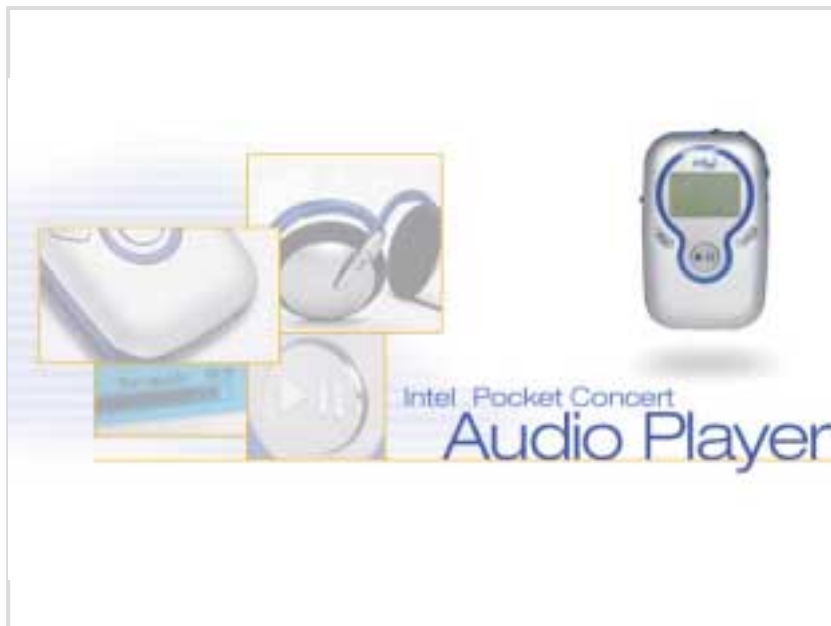
You Gear readers already know that our little section has greatly expanded over the last couple months. What started out as a weekly story for IGN For Men is now rocking ass on its own. IGN Unplugged really comes along at a perfect time for us, and hopefully for you.

You also probably know that Gear has splintered into two factions: good and evil. I am on the side of good and righteousness, covering portable electronics, home equipment, and all of the usual gear. Adam, who has recently taken residence in LA, is on the side of evil and deceit, covering recording equipment, software, DJ goods, etc.

Adam and I will be switching off issues of Unplugged. I'm kicking it off in this premier issue. You'll have to wait a whole month for a head shot of Adam, AKA Dr. Sideburn. I suggest that anyone with a dartboard cut out my ugly mug and use it for practice.

So enjoy our little rag and we'll see you next month.

MIKE WILEY



Feature Story: The Intel Pocket Concert. 128 MB of MP3 fun. Full review, pg. 60.

EDITOR'S TOP 5

1. Intel Pocket Concert (MP3)
2. AVC Soul (MP3 CD)
3. Rio Volt (MP3 CD)
4. Sony MZ-R900 (MDLP)
5. Altec Lansing ADA 890 (speakers)

EDITOR'S MOST WANTED

1. Rio 800 128 MB (MP3)
2. Nomad II MGLE (MP3)
3. Marantz SR-14 EX (receiver)
4. Runco Plasma Wall (TV)
5. Panasonic DMR-E10 (DVD-R)

Reason

pg.61



Rio Volt

pg.61



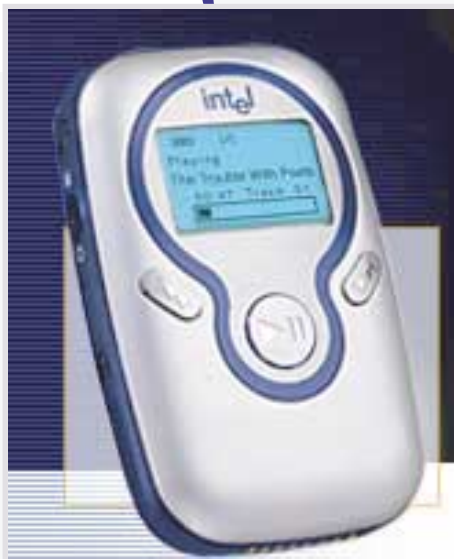
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Reviews

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FOR MEN FEATURE



Intel Pocket Concert

Intel scores big with its incredible 128MB portable MP3 player.

I first covered the Pocket Concert at CES. Despite the scads of high-tech gadgetry, the Pocket Concert – the "PC" from here on out – was one of the more impressive debuts. I got to use the PC and quickly became enamored of this little device. And then I got my own review unit. It didn't take much time with the PC to come to the conclusion that it is the best portable MP3 player available.

The Basics:

- 128MB of internal memory
- 11mW high output amplifier
- FM radio
- Backlit LCD
- USB connection
- Neckphones
- Belt clip
- MusicMatch and Intel software
- Awesome optional accessory package

Design and Operation

Intel obviously did a ton of homework before designing the PC. The most important discovery was that MP3 owners didn't use the memory expansion slots. They simply packed the PC with 128MB of memory – enough for two hours of music encoded at 128kbps – and did away with the expansion slot altogether.

The PC's design is so simple that it looks as if it's part of the Intel Play line of toys. The front panel has three buttons: play/pause, ff/next track, and rewind/previous track. The top of the player has the headphone jack and a volume seesaw. On the left side is a three-position switch for power on, power off, and hold. Above that is a small button with a music note on it: the FM radio button.

Most navigation is done with the jog dial and Set button, both of which are on the right side of the player. When the Set button is pushed, a sound/play mode menu pops up on the LCD. There are four options: Repeat, Random, Treble, and Bass. When the jog dial is pushed, three options become available: view track list, set bookmark, and go to bookmark. While you are searching through the track list, a second push of the dial will play the selected song. This system is one of the best around, and is certainly the easiest to use.

Sound

Aside from the massive 128MB of storage, this is where the PC kicks the most ass. The PC sounds outstanding at every level, and is powerful enough to please the hardest of hearing folks. With a simple 1/8th-inch to RCA cable, you could power MP3s through your home stereo without the PC ever getting hot.

Even at low levels, the sound quality was very impressive. At normal and moderately loud levels, the player never seemed strained in the least, thanks to tons of reserve power. And at high levels, it just sang. Even the low end stayed full and deep without even a hint of distortion. The PC really sounds better than any MP3 player that I've ever heard. Even more surprising was Intel's decision to bundle a decent pair of neckphones.

I have a few problems with the PC, but they are so minor that they barely affected the score. One is that rechargeable batteries should be included. Secondly, and this is becoming more common in the MP3 market, you cannot transfer songs to a computer. This is an effort to make MP3 files more secure.

Conclusion

Again, the Pocket Concert is the best MP3 portable I have used. It sounds brilliant, is easy to use, and has a ton of storage space. It lacks some of the extras found on most players, but it is extremely practical. I am happy to have all of this memory instead of voice recording or track list editing. I simply cannot recommend this player strongly enough.

RATINGS

Performance: 10.0 Build Quality: 10.0 Features: 9.0 Ease of Use: 10.0 Value: 9.0

**OVERALL
SCORE: 9.5**



GEAR REVIEW

4M →

Reason

Music Creation gets simple and powerful with Propellerhead's powerful new software package.

Computers have made music production unbelievably easy and - more often than not - unbelievably complicated. Reason, a full music-making program from Propellerhead Software, has taken the frustration out of computer-based MIDI composition. With its full suite of instruments, you literally don't need anything else to make great-sounding music.

Reason is an all-in-one music production program that replicates a rack of electronic instruments. Everything is included, from mixer to synthesizer to sequencer. However, unlike with a physical rack, you're limited neither by space nor finance - whatever you need, and however much of it you need, is available instantly. Your only ceiling is your computer's ability to handle it all.

It's got a synthesizer, a sample player, a drum machine, a mixer, a loop player, and more effects than you'll know what to do with. Every instrument is strong in its own way, and almost infinitely useful, as you can load up as many of each as you need.

Reason really is an amazing program. It's so easy to use, sounds so good, and is so powerful, it deserves to be held up in awe with similarly brilliant programs such as PhotoShop and Pro Tools. It's not perfect of course - you do need an external controller to play notes - but for the price, you get a whole lot of creative power. If you only ever buy one piece of music software, make it Reason.

PRODUCT INFO

Publisher	Propellerhead
Platform	PC/MAC
Requirements	
MAC	- 166 MHz 604/64MB RAM
PC	- PII 233 MHz/64 MB RAM
Price	\$399.00

RATINGS:

Performance: 10.0 Build Quality: 9.9 Features: 9.9 Ease of Use: 10.0 Value: 10.0

OVERALL SCORE: 9.8

4M →

GEAR REVIEW

Rio Volt

The masters dive into the crowded MP3 CD market and make a splash with this excellent portable.

The Volt is a step in a new direction for Rio, as it's the company's first MP3 CD player. Until now all their players have been standard flash memory models. The advantage of the Volt, and any MP3 CD player, is storage. One CD can hold 650MB, which translates to about 11 hours of music. And, as is often the case with Rio, the Volt kicks ass.

I am happy to report that the Volt recognized 9 out of 10 of my MP3 CD-R/RWs. A 90% success rate is commendable when it comes to MP3 CD players.

What I didn't like so much about the Volt was the failure to read subfolders. In other words, the player only read one layer under the main directory. This might seem to be an enormous issue, but a solution is imminent. A firmware upgrade that takes care of this will be available shortly at the Riohome site (www.riohome.com).

In typical Rio style, the Volt sounds terrific. The audio sounds great from top to bottom: clean, loud, and clear as hell. It's not as stunning as the Intel Pocket but it's plenty loud.

I strongly recommend the Volt to anyone with a CD burner and an MP3 collection. Sounds great, easy as pie to use, and very reliable. A fantastic debut from a fantastic company.



PRODUCT INFO

Manufacturer	Rio
Price	\$169.95
Availability	Now
Price	

OVERALL SCORE: 8.5

RATINGS:

Performance: 8.5 Build Quality: 7.0 Features: 8.0 Value: 9.0



This Month In Sci-Fi

What's new at IGN Sci-Fi? Maybe the question should be, what's not new. Every week, we find ourselves swamped with all the latest and greatest stuff from the world of toys, cartoons, books, comics, anime, and television. And in this month's edition of IGN Unplugged, we've brought you four stories representative of that mix, so when you get tired of flailing around the soulless abyss that is Tony Hawk 2 or smacking your monkey in Black and White, take a look at what the wonderful world of sci-fi has to offer you.

We've got a quick peek inside the mind of one of animation's greats, Billy West (aka the voice and soul of Fox's *Futurama*), a rundown of some of the best and brightest in the world of four-color funnies (aka our beloved comic books), and a gleeful look at the re-release of a treasured piece of our twisted childhoods (aka the Masters of the Universe figures).

JASON BATES



Feature Story: Think comics are for kids? Think again. An in-depth look at three comics everybody should be reading. Full review, pg. 63.

EDITOR'S TOP 5

1. Skeletor! (MOTU re-release)
2. *Ultimate X-Men* #1
3. *Farscape* on DVD
4. *Futurama* tin toys
5. *Powers* trade paperback

EDITOR'S MOST WANTED

1. JLA/Avengers crossover
2. *Buffy*'s 100th episode
3. More *Simpsons* toys
4. Garth Ennis writing *The Authority*
5. *Silent Hill* 2

**Billy West,
Voice of Futurama** pg.67

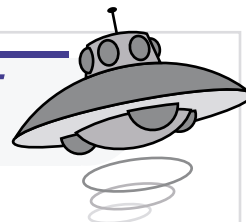


**Grave of
the Fireflies** pg.64



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Comics for Big Boys

Three comics for people who look for more than a hot bod in tight spandex.

Think comics are just for kids? Think again. Every week, IGN Sci-Fi takes a look at the best of what the national comic market has to offer, from familiar mainstream superhero comics to imports and indies from off the beaten track. Each month, we'll take a look at a trio of those titles and profile them right here, showing you some of the wide variety of what the current comic market offers today. Who knows, maybe you'll head down to your local comic shop and take a chance on a couple issues. After all, at \$2 to \$3, they're about the cheapest thing you're going to find for sale covered by IGN.



Metabarons

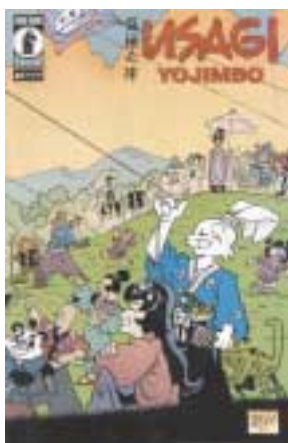
Publisher Humanoids Press

Metabarons comes from the mind of Alejandro Jodorowsky, director of truly twisted cult movies like Santa Sangre. Painted by Juan Gimenez and originally designed by Moebius, it's a lush and extremely gory tale of the Metabarons, a dynasty of ruthless but hopelessly romantic cybernetic warriors.

It's an incredible series, and Humanoid Press has done America a service in bringing this over from Europe. This is space opera at its best, and despite the gore, when the art's this good, it's impossible to look away.

Also Recommended:

Black Panther by Marvel Comics
Daredevil by Marvel Comics
Green Arrow by DC Comics
Harley Quinn by DC Comics
Rising Stars by Image/Top Cow
Sam and Twitch by Image
Savage Dragon by Image
Spider-Girl by Marvel Comics
Swamp Thing by Vertigo
Top Ten by America's Best Comics
Transmetropolitan by Vertigo



Usagi Yojimbo

Publisher Dark Horse

Usagi Yojimbo is one of the old school holdovers from the small publishing boom of the early '80s.

The brainchild of Stan Sakai, Usagi is the story of a rabbit ronin wandering the Japanese countryside doing deeds of good and kicking a little ass here and there for good measure.

What's really cool about the series, though, is that it has that wonderful balance of looking like a kids book, but dealing with adult themes.

It's kind of like the Muppet Show, achieving that "suitable for all ages" vibe without being condescending toward the older, hipper sect. Plus you can learn some Japanese, too!



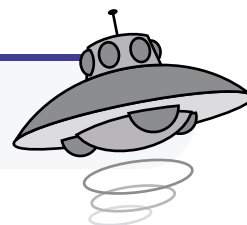
Ultimate Spider-Man

Publisher Marvel

With the new Spider-Man movie coming out from Sony Pictures, a lot of people are rediscovering the love for everyone's favorite wall-crawling superhero.

Maybe you think it's too late for you to get into Spider-Man comics, but that's where Marvel's Ultimate line of comic comes in. It keeps everything cool about the comics - the characters and their awesome powers - but ditches forty-odd years of continuity in favor of a more modern re-telling of their stories. And with acclaimed writer Brian Michael Bendis (Jinx, Powers) powering the scripts, you know this is one webcrawl you can't afford to miss.

Be sure to visit IGN Sci-Fi every 6 PM PST for a whole new batch of reviews and columns covering the week in comics.



Grave of the Fireflies

If you're an anime fan, don't overlook this powerful, underrated classic.

It's very easy to dismiss this title. There is no major villain, there are no cool characters or impressive gadgets or huge weapons, no cute alien girls trying to seduce anyone, nor are there larger-than-life heroes saving the world. Yet this is one of those titles that will haunt you. Its music will haunt you; its images will haunt you. Most of all, its characters will haunt you - because you know that this is true.

Grave of the Fireflies

Publisher	Central Park Media
Running Time	88 Minutes
Rating	PG
Formats	VHS, DVD
Translation	Sub, Dub

It's 1945 and Japan is the last of the Axis Powers fighting World War II. Much of the countryside is subject to air raids and bombing runs from Allied planes. During one such attack, the mother of a young boy and girl is killed. Putting up a brave front, the brother, Seita, leads his sister, Setsuko, to the home of a distant aunt. It's a trip that tests the strength, courage and love of the two siblings. They're never respected by their aunt, who feels they're useless. Their father is nowhere to be found, but we can presume his fate. As matters worsen, they make an abandoned hill shelter their home and are forced to scrounge for what little food there is to find in a rationed and hungry nation.

It's not that Seita and Setsuko have no money, it's that there's no food to buy. It's not that their aunt is evil; she just doesn't care for them. As matters worsen, you can be sure that the first to feel it are these kids. There's no future in sight for them - the water they drink is full of bacteria, the food is scarce and people are more concerned with their own fate. While truth may be the first casualty of war, innocence is right behind.

Grave of the Fireflies is a strong, powerful and debilitating kick in your heart and gut. I dare anyone reading to not feel for these two kids. When Seita is forced to feed gutter rice to an ailing Setsuko, you know things can't get much worse. What makes it worse is that you see adults - doctors, relatives, farmers and soldiers - shun them. They aren't treated as human beings.

The animation is solid and straightforward. It doesn't try to dazzle - though it does in spots. The bombing runs, are particularly haunting in their imagery. (Those are American planes dropping the napalm, people). Director Isao Takakata - a partner of Hayao Miyazaki - uses animation reminiscent of Princess Mononoke in the way characters move, talk and feel. Halfway into the movie, you'll forget that this is animation and just go with the story.

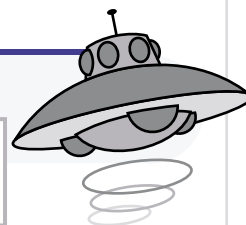
I must also mention the stirring and poignant score by Michio Mamiyu. Quiet, playful and powerful at the same time, the music gives many of the scenes the proper resonance. When times are good, the music is soft and playful. When things go bad, however, the music is there in the background - never in front of the action - solidifying emotions and dialogue.



Grave of the Fireflies is based on the book by Akiyuki Nosaka about similar experiences he had and the dread and remorse he felt when his own sister died. While his own events may be unique, the situations themselves are universal and translate well across any medium. Show this movie to anyone who has been to Bosnia, Somalia, Haiti, or any of a thousand war-torn countries and they will say that those things happen all the time.

This movie has played in Roger Ebert's "Overlooked Film Festival" and been greatly received by American critics and audiences. I hope that more people find this movie - while it doesn't fit the "anime" mold, it proves that it can be more than what we believe it to be. Next time someone says anime is just about guns, girls and explosions, show them this movie. Watch them cry.

—Alfredo Narvaez



What to Watch in April

Oooh, new TV!

Fed up with reruns? Never fear, boob box aficionados, with April comes Spring, and with Spring comes new episodes of all those genre shows we hold near and dear...

Star Trek: Voyager (Wednesdays, 9 pm, UPN) revs up for its final seven with the April 11 episode "Q2," which features the return of John de Lancie's mischievous, omnipotent troublemaker. This may be the last appearance of Q in the Trek universe, so savor it.

Over at The WB, *Buffy the Vampire Slayer* (Tuesdays, 8 pm) returns on April 17 to contend with Glory, Spike, and an array of problems stemming from her mom's devastating demise. It all builds to the gigantic season finale and 100th episode. "Because it's the 100th episode, [Slayer mastermind Joss Whedon is] aiming for a really huge climax," promises co-exec producer Marti Noxon. "So everything's going to spin wildly out of control any minute. It's gonna be cool. It's pretty major – that's all I can say!" The Slayer's angsty ex, Angel, is also back that night (9 pm).

Also on April 17, expect another outing from 'net pin-up Jessica Alba's *Dark Angel* (Fox, 9 pm). And Trek fans, keep your eyes peeled: *Deep Space Nine*'s Nana Visitor is set to come onboard April 24.

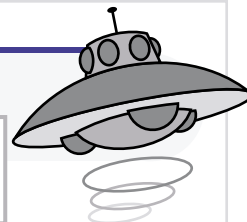
Other shows: The *X-Files* (Sundays, 9 pm, Fox) is back with more Mulder than you can shake a stick at. Or at least, more Mulder than that single opening credits shot. *Roswell* returns with plenty o' alien angst on April 16 (Mondays, 9 pm, The WB); *Xena: Warrior Princess* prepares to ride off in the sunset with new episodes starting the week of April 23 (Syndicated, check your local listings); and those conspiracy-crazed *Lone Gunmen* settle into their regular timeslot (Fridays, 9 pm, Fox).

Finally, keep an eye on Sci-Fi Channel staples *The Invisible Man* (Fridays, 8 pm) and *Farscape* (Fridays, 9 pm). I-Man kicks off its third season April 13, and *Farscape* should keep Moya-devotees pleased with new episodes through April 20 – and watch out for those plot twists.

"There [are] a lot of shifts, a lot of surprises in [*Farscape*'s third season]," says Wayne Pygram, who plays arch-villain Scorpius. "The feeling I get going into [season three] is that we've found our feet, fully. We've got our team, and we can actually go now. We can tell the story of *Farscape*."

—Sarah Kuhn





He-Man and the Masters of the Universe

Mattel cashes in on '80s nostalgia craze with a faithful re-release of steroid-crazed heroes.

I must be old, because I'm starting to see all the toys I loved in the '70s and '80s coming back as collectibles. Now granted, Transformers and G.I. Joe never went away, but with Shogun Warriors re-releases coming in the \$80-100 range and Mego-size action figures coming back into style, it's like I've traveled back and sideways in time to a more expensive version of my childhood. In fact, Mattel just put a set of commemorative Masters of the Universe replicas on the market, which are the subjects of scrutiny today.

When you pick up one of the 10 replicas, the first thing you'll notice is that each figure is lovingly double-packaged. The outer box is designed for collectors – the exterior has clearly-marked production quantities stamped on chrome cardboard and has a base designed for sitting on a shelf somewhere. The inner box is a faithful reproduction of their original 1982-1983 packaging, sporting original logos, titling, and figure roster.

There are currently 10 figures available, brought in from assorted He-Man generations. Included:

- **He-Man** - The original superhuman Chippendales dancer from Eternia. Dressed in classic chest harness, sporting shield and power sword.
- **Skeletor** - Skull-faced arch-villain. Best known for evil laugh in cartoon.
- **Teela** - Danskin-clad warrior priestess. On a trivia note, she was originally the Sorceress, before the cartoon split them into two people.
- **Man-At-Arms** - Teela's pops and He-Man's armorer. Also one of the three people that know Prince Adam's "secret." No, not the pink fetish...
- **Evil-Lyn** - Skeletor's slightly skanky sidekick. Fond of blue eye shadow.
- **Beast Man** - Skeletor's slightly smelly sidekick. Fond of red fur and stupidity.
- **Faker** - It's He-Man! But he's blue!
- **Mer-Man** - Creature from the Black Lagoon hopped up on steroids.
- **Trap Jaw** - The original one-armed bandit. Has jaws of (plastic) steel and a love for mechanical prostheses.
- **Tri-Klops** - Evil three-eyed, no-brained hunter.

Once inside the second package, the nostalgia continues. Most figures have some form of removable chest harness or armor, and each one comes with an accessory set molded from the exact same plastic as the original. Best of all, they even have the old mini-comics in each of them. While each mini-comic's quality varies wildly (somewhere between Hostess Fruit Pie strips and movie-based comics), they're a lot more daring and subversive than the cartoon ever was.

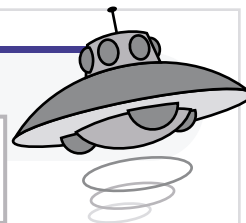
And now to the toys themselves. At first glance, not the best set of figures on the market. Each figure has a mere six points of articulation: arms, legs, waist, and head. With so little movement, they're hard to stand. Trap Jaw, for example, has legs so bow-legged that he's got to spread his legs like he's got a horse between them before he can stay upright. Their paints and sculpts have minimal detail – unlike McFarlane figures, a He-Man figure with actual moving accessory parts is almost unheard of. Standing at 5 inches and \$10-15, they almost seem like quick nostalgia exploitation toys.

But if you like to play with your toys, think again. Action figures don't come much better than these. Each figure is made from solid, durable plastic, and they've got sturdy joints. Drop 'em, twist 'em, kick 'em – try doing that to a McFarlane figure and something's bound to snap off. Likewise, while they may not have insane neurotic Japanese levels of articulation, the points they've got allow them to be posed in dramatic enough fashions.

As '80s revival pieces, the Masters of the Universe figures are perfect. Mattel couldn't have done a better job at bringing my childhood toys back from the dead. If you're going to play with them, great, but if you're more the collector, leave 'em in the box and you'll have just as much fun.

–Jeff Chen





Character Study

Futurama's Billy West explains the voices in his head.

We have but one burning question for Billy West: is Dr. Zoidberg, the rotund, mumbly crustacean he gives marble-mouthed voice to every week on Fox's *Futurama*, ever gonna get some action?

FUTURAMA

Network	Fox
Time Slot	Sundays, 7:30 PM

West chuckles enigmatically. "Yeah, he's up to his usual hijinks [this season]," he says hesitantly. "I don't want to tell you too much!"

Ironic that the man who has given voice to everyone from Bugs Bunny (in 1996's *Space Jam*) to Ren and Stimpy could almost be described as...soft-spoken.

Once you get him started, though, West has plenty to say about his newest gig and voice acting in general. In addition to *Futurama* (Sundays on Fox), West currently lends his voice to The WB's brand new bizarro 'toon *The Oblongs*, which focuses on a family of physically abnormal misfits (patriarch Bob, for example, has no arms or legs).

"They're two different kinds of shows, and they're [both] funny in their own way," says West. "I just love the diversity of styles that animation has to offer. There's not a lot of standard approach to animation any more. [But] in it's approach, [voice acting is] always the same thing. I read stuff and I record stuff."

Though *The Oblongs* (Sundays on The WB) is mostly concerned with disenfranchised oddballs, West's primary character is one of the beautiful people. "I play Bob Oblong's boss, George Klimer...beautiful, rich, big jaw, all-American," he explains. "Physically perfect, beautiful house. But all the people who have beautiful houses on this show have ugly rooms."

With all of the voices constantly invading his head (his *Futurama* repertoire also includes slacker protagonist Fry, eccentric Professor Farnsworth and bombastic Zapp Brannigan), it's no mean feat that West manages to keep 'em all straight.

"Some of them are rooted in some kind of reality," he says. "Some of them are composites of old time celebrities, but what I always like to do is take...not an impression of some old actor, but take their energy and fuse it with the voice of somebody else. Create these fusions, and they're not in the throat really, they're not in the voice – they're in the way you think. And then you think of music and the rhythm of the characters, and that stuff kind of comes to you and becomes your reality instantly. So I don't get confused that often, 'cause I think of it like that. I find it in my voice."

And where, pray tell, did that lovable lout Zoidberg come from?

"He's based on a couple of types," West explains. "There's an actor named Lou Jacobi who was in movies in the '50s. [He had] that kind of mush-mouthed thing going on and I liked that. And this lobster, I mean, he's got all this cool meat hanging off his face, so it seemed like, there's gonna be stuff in his way when he's talking."



Right on cue, West snaps into rumbly Zoidberg mode: "A little mumble, all the time," he purrs.

Hmm. Don't all of those voices rattling around in his cranium make West a little nuts? "I'm a freak!" he cheerfully admits. "I don't know where my voice is gonna go. I have no idea."

–Sarah Kuhn

gba **F-Zero**

Rocket Start

Forget about trying to hit the A-Button when the lights turn green. To get the fastest start possible, hold down your accelerator prior to the start and rev the engine to the point where your fuselage(s) begin to light up. Now listen to the engine sound. You want it to be in the mid-range, not the high-pitched sound that occurs when you continue to hold down the accelerator. If the engine is in the mid-range when the race starts, you will get a fast start that propels you in front of the pack. If you rev the engine too high, you will also boost ahead – but then lose power and slow down for a few seconds.



Mario Advance gba

Level Warps

Warp to World 4: In level 1-3 go to the area just before the brick background. Pick up the plants until you get a bottle. Then go past the brick background until you find a pot and throw the bottle on it. Go through the door and down the pot into World 4.

Warp to World 5: To warp to level 5, first get to level 3-1. When you enter the first door, fall all the way down. You have to be in the middle as you fall. When you stop, you will find a platform with a door. Enter the door, then look for the potion in the grass. Pick it up, then throw it on the ground, enter the door in cyberspace, and go into the vase and you will be at level 5.

Warp to World 6: In level 4-2 In the area with the whales find a bottle and throw it on the next pot. Enter the doorway and go down the pot into World 6.

Warp to World 7: Work your way to level 5-3. (It would be a good idea to choose Luigi for this level because of his superb jumping skills.) Go up the ladder at the beginning of the level, and then jump up onto the ledge above the ladder. As soon as you get on top of the ledge, grab the first grass on the right. It is a potion. Use the potion and go through the door. Now, while in sub-space, go down through the jar and voila! Now you're in Level 7!

Conker's Bad Fur Day n64

Cuss Filter Fun

Enter the Cheat code screen (from the "Cock & Plucker" main menu) and enter in any popular cuss word you can think of. In return, you'll get some seriously funny comments from the game.

Conker's Bad Fur Day n64

Unlock Every Chapter and Cut Scene

From the main menu select Options and then Cheats. Enter: WELDERSBENCH. Every Chapter will be available.

Conker's Bad Fur Day n64

Extra Brutal Multiplayer

At the cheat menu you can enter: SPUNKJOCKEY. When you enter Multi then you can enter any solo-multiplayer mode (in other words: play multiplayer by yourself) that has Katana swords and chainsaws. Grab the Katana sword or the chainsaw and attack your enemy. You'll see new death animation resembling the Matrix.

Conker's Bad Fur Day n64

Unlock "It's War"

From the main menu select Options and then Cheats. Enter: BEELZEBUBSBUM

Conker's Bad Fur Day n64

Bulletholes and Building Damage

From the main menu select Options and then Cheats. Enter: BOVRILBULLETHOLE

Conker's Bad Fur Day n64

Unlimited Tails

When you get to the 2nd stage in Conker's Bad Fur day (the stage with the Queen Bee), you will see a hook on a sign. If you happen to die, Death will appear and teach you about those hooks. Afterwards, the hooks will have tails that operate as extra lives. But did you know that these tails respawn when you leave an area? So, to get unlimited lives, simply grab the tail and leave the stage by going back to the first stage. Return to pick up your second tail – and repeat as many times as you like.

Oni ps2

Change the Character

During gameplay you can press the select button and then highlight the Select button. Now enter: L2, L1, L2, SQUARE, CIRCLE, SQUARE, L2, L2, L2, L2. Do not move your cursor, yet. You can hit the L2 button until you've selected your character.



IGN CODES

ps2 **Oni**

Oni ps2

Unlimited Health

During gameplay you can press the select button and then highlight the help button. Now enter: L2, L1, L2, SQUARE, CIRCLE SQUARE, R3, L3, R3, CIRCLE.

You'll hear a sound if you entered the code correctly.

Itty Bitty Characters

During gameplay you can press the select button and then highlight the help button.

Now enter: L2, L1, L2, SQUARE, CIRCLE, SQUARE, L3, R3, SQUARE, CIRCLE

You'll hear a sound if you entered the code correctly.



Oni ps2



Big Headed Characters

During gameplay you can press the select button and then highlight the help button.

Now enter: L2, L1, L2, SQUARE, CIRCLE, SQUARE, START, SQUARE, CIRCLE, START.

You'll hear a sound if you entered the code correctly.

ps2 **Oni**

Unlimited Phase Cloak

During gameplay you can press the select button and then highlight the help button. Now enter: L2, L1, L2, Square,

Circle, Square, L1, R3, L2, L3

You'll hear a sound if you entered the code correctly. Now you can stay Invisible for as long as you want.



Onimusha ps2

Get the Bishamon Sword

Fight through all 20 levels of the Dark Realm. Kill all of the monsters on the 20th level, then open the treasure box here to discover the Bishamon Ocarina. Then, in the area just beyond the second Marcellus boss fight, use the Ocarina on the bone door to open it. Then head inside and claim the prize, a sword with unlimited magic which will kill any non-boss character in a single swipe. A

powerful ally, indeed.

Onimusha ps2

Unlock Oni Spirits

If you collect all 20 Flourites and finish the game, the mini-game Oni Spirits will be unlocked.



Onimusha ps2

Unlock Panda Suit

If you collect 10 or more Flourites during the course of the game, and successfully finish, there will be an extra costume available for Samanosuke when you begin a new game. When you restart, select Samanosuke-Extra.

During gameplay, use L2 to wear the head on or off.



Onimusha ps2

Flourite Locations

1. In one of the small alcoves with brown doors near the Seiryu in the Under Temple area.
2. Just after the boss fight in the South area, break a couple of urns and search the floor under them to find the Flourite.
3. In the Keep, after running into Kaede with Yumemaru, you'll find the Flourite in a little cupboard over the treasure box near the stairs.
4. On the upstairs level of the Keep, through the room just past the red door on the catwalk. Step through the next room and find the Flourite under the stairs near the treasure box containing the Arrows.
5. In the upper reaches of the Keep, you will find a Flourite across from Volume two of the Seiryu right after the cut scene where Tokichiru takes off into the night.
6. In the Keep Underground, head down the second hall of glass-encased red samurai. In the left corner (near the last samurai), you'll discover the Flourite.
7. In the Keep Underground, find a Flourite inside the iron maiden in the same room where you get the Blue Key.
8. In the West Area, when playing as Kaede, find the secret room (use the Gear to enter). In front of the Buddha statue is a Flourite.
9. Playing as Kaede in the West Area, you will step into a burning room just past the gate that required the Gold and Silver Plates. Through the door left of the entrance is a narrow staircase. Next to the staircase in a heap of barrels, you'll find the Flourite.
10. In the West area, you'll find a Flourite just outside the door after obtaining the Vision Staff with Samanosuke.
11. In the West area, find a Flourite on the hill with the sled just outside the castle.
12. In the West Area, you'll find a Flourite blinking in the path on your way to the room with the statue (where you got the Matchlock).
13. In the East Area (with Samanosuke), atop the roof there is a bell. In the walkway around the bell is a Flourite.
14. While playing as Samanosuke, collect the Flourite on the pier just past the Magic Mirror room in the East Area.
15. In the East Area, just when you begin playing as Kaede, you will enter a shrine just past the locked door you pick. A Flourite is on the floor just to the right of the door.
16. Playing as Kaede in the East Area, climb a ladder in the bridge house Magic Mirror room. Destroy the crates to find another Flourite.
17. In the East Area, playing as Kaede, you can find another Flourite on a chest in the room where you get the final book of the Suzaku.
18. Sixth level of the Dark Realm.
19. Eleventh level of the Dark Realm.
20. Seventeenth level of the Dark Realm.

IGN CODES

ps2 *Star Wars: Starfighter*

Director Mode

Go to the Code Screen and enter: DIRECTOR.

If you do it right, the words Director Mode will appear at the bottom of the screen. When this mode is active whenever you play a mission the camera will jump around to different ships other than the one you control as well as shoot the action from far off drop camera positions. You can change cameras to a limited degree using the SELECT button. Sometimes R1 will let you zoom in on the action. When you've had enough, quit and return to the Options Menu so you can restore the game to the default settings.



Star Wars: Starfighter ps2

Unlock Experimental N-1 Fighter

At the code entry screen you can enter: BLUENSF
The ship will be added to the ship list in Bonus missions. Now, enter the OVERSEER code; or Beat the game and earn Gold on every mission. You can then return to the Bonus Missions menu and toggle the Experimental N-1 Fighter on.

Star Wars: Starfighter ps2

Unlock Darth Maul's Infiltrator

To be able to use the amazing to fly and super powerful Infiltrator ship in every mission in the game you have to get Gold in every mission in the normal game. This is easily the best ship in the game. It makes the Hard Difficulty level feel like a cake walk!



Star Wars: Starfighter ps2

Hidden Christmas Video

Enter the Options Screen from the Main Menu and then enter the Codes Screen. Now enter: WOZ into the code screen. When done correctly you'll be automatically taken to a hidden movie where Nym is trying to open a door and when he knocks it in, a freaky guy pops out wishing everyone a Merry Christmas.

Star Wars: Starfighter ps2

Invincibility

Enter the following cheat code into the Code Screen found in the Options Menu. At the Code entry screen enter: MINIME.
If you do it correctly the word "Invincibility" will appear at the bottom of the screen. Now go back and play any mission without worry of destruction.

Sega Smash Pack dc

Altered Beast - Debug Mode

Hold A and Press Start at the title screen. You'll now be able to select the stage, choose your life, difficulty and reserve lives. To start at the desired level, you will need to Hold X and press Start at the title screen.

Sega Smash Pack dc

Revenge of Shinobi - Unlimited Shuriken

Highlight the "Shurikins" option and set it to 00. Wait ten seconds and this value will change to infinite.

Sega Smash Pack dc

Altered Beast - Choose Beast Mode

At the title Screen, Hold X + A + B, Down/Left and Press Start You'll be given a menu that allows you to choose which beast you'll turn into for each stage.

Sega Smash Pack dc

Golden Axe - 9 Continues

Select arcade mode. Hold Down/Left + X + B. Release them and press Start.

Sega Smash Pack dc

Golden Axe - Level Select

Select Arcade mode. Hold Down/Left + A and press Start at the character selection screen. A number will appear in the upper left corner of the screen. Use the D-pad's Up and Down to change this number to the stage you want.

Sega Smash Pack dc

Vectorman - Debug Mode

Press X, A, A, X, Down, X, A, A, X at the options screen. A debug menu will appear.

Sega Smash Pack dc

Altered Beast - Continue

When you lose your last life, Hold X and keep pressing Start. You'll skip through several screens and continue at the last stage you were on.

Sega Smash Pack dc

Sonic the Hedgehog - Debug Mode

Press Up, A, Down, A, Left, A, Right, A, Start, then hold X at the title screen. Continue to hold A until game play begins. Instead of the normal score and time, you'll see your co-ordinates and the number of objects on screen.

Item Placement Press A during game play to change Sonic into a game object. Press X to change into a new object. Press B to place an object on the screen. Press A again to revert back to Sonic.

Invincibility = Sonic is, by default, invincible in debug mode.

Slow motion = Pause game play and hold A.

Restart = Pause game play and press X.

Frame advance = Pause game play and press B.

Suicide Sonic = Hold X + B + A during demo screen for Sonic to run into objects and act strangely.

IGN CODES

dc **Sno-Cross Championship Racing**

Unlock the ATV

From the main menu hold the R-TRIGGER and enter: UP, RIGHT, DOWN, UP, RIGHT, DOWN. Then release the R-TRIGGER. If you entered the code correctly the screen will sort of flicker. Now you can enter any race and select any Snomobile. When you actually start the race you'll have an ATV instead.



Sno-Cross Championship Racing dc

Unlock the GoCart

From the main menu hold the R-TRIGGER and enter: RIGHT, RIGHT, LEFT, LEFT, RIGHT, RIGHT.

Then release the R-TRIGGER. If you entered the code correctly the screen will sort of flicker. Now you can enter any race and select any Snomobile. When you actually start the race you'll have a GoCart instead.



dc **Sno-Cross Championship Racing**

Unlock Secret Cartoon Track

From the main menu hold the R-TRIGGER and enter: RIGHT, UP, LEFT, B, Y, X.

Then release the R-TRIGGER. If you entered the code correctly the screen will sort of flicker. Now you can enter single-player mode and race the Kiruna Track.



Sno-Cross Championship Racing dc

Unlock Every League, Snowmobile, and Track

From the main menu hold the R-TRIGGER and enter: UP, Y, UP, Y, UP, Y.

You'll then have access to every League, Snowmobile and Track.

Test Drive Le Mans dc

Unlock All Tracks

At the name entry screen you can enter: GOOZ

As your name. This will unlock every track.

Test Drive Le Mans dc

Unlock All Championships

Enter the Championship Mode and enter your name as: CARNAGE

Test Drive Le Mans dc



Unlock Regular Le Mans Cars

Enter the Championship Mode and enter your name as: MONSTA.

This will make all of the regular Le Mans Cars available for your choosing.

Spec Ops psx

Invulnerability

Enter ROCKSTAR as your name when you start the game. Press START during gameplay. You can now toggle Invulnerability on and off from the pause menu.

PLAYSTATION 2 WALKTHROUGH



GAME INFO

Publisher	Konami
Developer	Konami
Genre	Action
Players	1
Release	Now w/ZOE



METAL GEAR SOLID 2 DEMO

Need to know how to beat the demo? IGN Guides will brief you on anything you need to know.

Discovery deck

When Snake finishes his conversation with Otacon, his one-man battle will begin. You will gain control of him standing in front of an anchor windless on the ship Discovery. Before you even move an inch, equip your M9 and look up towards the top level of the ship's infrastructure. You'll see a guard's flashlight beam, which naturally means that there is a guard attached to said beam.

Aiming towards his head is tricky due to the flashlight beam, but it can be done. If you have trouble, you can also shoot him in his thigh or legs. While he won't drop to the ground as fast as a head shot, it will immobilize him after a minute or two. You can go either way around the infrastructure to get inside the ship, but before you do that there are some items that you can get in this area that can help you out.

Walk forward towards the infrastructure and head to the right where you will see a small staircase. Run up the stairs and then use the TRIANGLE button to hop over the box to find some Chaff Grenades. You can either hop over the railing using TRIANGLE or go back over the box and down the stairs, but either way you want to get on the other side of the platform that you are on.

On the other side of that platform is a door leading inside the ship, and stairs leading up another level. Before you move, look up and you will see a guard at the edge of the railing just above. Use the M9 to knock him out, and then (while still on the deck of the ship) run to the farthest back portion that you can get to and you will find a Diazepam in the corner.

Next return to the staircase where you just KO'ed the guard and run up it. Run to the back part of this platform to find a Bandage. Run back to the door against the wall, but don't go inside just yet (there are still a couple of items to get out here). Run up the stairs that are next to the door, and then follow the walkway as it curves around the entire infrastructure. You'll find that it leads you right to the very first guard that you shot, as well as a Wet Cardboard Box in the center of the walkway.

Follow that walkway along to the left to come to the opposite side of the infrastructure, which is a carbon copy of the right side. Run down the stairs to come to another door (pass by it again – we'll get inside shortly), and then slowly walk forward to the railing and stairs in front of you. Look carefully below as there will be one guard patrolling. Pop a traw dart into his head and then climb down the stairs. If you want to have some fun, you can un-equip your gun and pick up the guard with the SQUARE button. Then you can drag him to the small area near the edge of the ship (it's outlined in white paint), and toss him off. In the back corner, behind the containers, you can find a ration (it's located just like the Diazepam was earlier).

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With all the items collected on the deck of the ship, now it's time to head inside. Right near where that last guard was patrolling is a door that you can use to do just that. To open the door, tap TRIANGLE while at the wheel. If you hold down the button, Snake will slowly turn the wheel. However, if you quickly tap the button, he will open the door quickly.

Deck-A crew's quarters

Once inside the door you can either go to the left or right. Heading left leads you to a door that cannot be opened since the wheel is broken. Head right and run down the hall until it turns. You will then come to two doors that lead inside to a locker room. The lower of the two left most lockers contains the USP gun (in VERY HARD mode there will only be bullets here), while the lower of the right most lockers has some darts for your M9. Collect both items and then exit out of the locker room. Before turning the right corner, pause and wait for the guard to have his back turned to you. Then shoot him with a dart and run down the hall to exit into a near area.

Deck-A crew's lounge

As soon as you enter, Snake will lean up against the wall so that you can see the two guards in the next room. You can KO either one first, but shoot them in the head so that they drop instantly. With both of them down, you can then be free to explore and mess around in this room as much as possible. Before going in however, run down the stairs that are in front of you to locate some Stun Grenades, and then go into the room where you KO'ed the two guards. Behind the bar you can find some M9 darts, while on the other side of the room you can find a Ration near the couches. In this room you can do many fun things such as breaking the bottles at the bar, shattering the glass, watching ice melt, or shooting up the magazines.



On the opposite side of the room from where you entered is another doorway that leads to a staircase. At the bottom of that staircase is a sleeping guard with his back to you. KO him however you feel like, and then collect the USP bullets and return upstairs. Go back into the bar room and run up the stairs at the bottom of the screen and enter the door to the right (it is the only one that will open).

Deck-B crew's quarters

This room is actually two corridors surrounding a center area (from which you just exited). The north pass has one guard and no items, while the southern pass has a guard, USP, and USP bullets.

To start, head into the small hallway that is across and to the left of the door that you just exited. Run through the doorway to find some M9 darts under the staircase. Return to the hallway and run down into the lesser-lit area. *(continued next page)*



Follow the hall down to the point where it first turns right. Pause for a second and look towards the windows in the hall to the south as there is a guard patrolling there. From this vantagepoint you can see the muzzle of his rifle so you can tell when he is there and when he is not. Directly across from this corner, you can find some USP bullets in a small alcove.

Wait until the guard is walking away, and then run into the southern hall and pop a dart into his skull to knock him to the ground. Then open the locker that is in the alcove in the hall to find a USP (if you already have the gun, it will replenish your ammo).

Follow the hall to the end and then turn at the corner and run up the next hall until you come to a small passage to your left. Turn in it, and then run up the staircase to enter the next area.

Deck-C crew's quarters

Before Snake can reach his goal of the bridge, he must pass through two more decks. This first one is very short, and is really only one hallway, but it does have one obstacle to pass – a security camera.

You can get by the camera a couple ways. Sliding up against the wall is the most natural, or you can shoot it with your USP, or you can shoot the fire extinguisher to create a fog where you can quickly run past the camera. Choose your favorite method (the USP is the only permanent one though), and run into the next room where you'll find a locker and a staircase. Quickly open up the locker to find a Chaff grenade case, and then before you run up the stairs go down the next hall to find a Ration in a small hole against the wall (crawl into it to get it). Then return to the staircase and go upstairs.



Deck-C crew's quarters

Despite being the final area before the bridge and the boss fight, this deck has quite a lot to do, but at the same time it can be cleared rather quickly. Through the door after the stairs you will enter the kitchen, but if you go the opposite direction, and turn left, you will enter the famous storeroom from the MGS2 E3 Trailer. Be careful before turning left into the entrance hall for the storeroom, as there is a guard that patrols the southern hall. If you see him, simply dart him to the ground.

When you enter the storeroom, a guard will appear in the hallway outside and then enter the room for a little break. Tag him with a dart, and then collect the M9 darts and the Dry Cardboard Box, both of which are in the southern part of the room.

Exit out of the storeroom and continue to the kitchen, but first make note to the explosives on the wall to the south of the storeroom opens. Laser tripwires guard these boxes of boom-boom. You can see the lasers by either using the Cigarettes or shooting the fire extinguisher. Since you don't have to pass by this way, you can simply ignore them for now.

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Go into the kitchen, and you'll see a guard patrolling the room. KO him and then take notice of the security camera against the east wall. You can ignore this one if you want, but if you need the USP bullets that are in front of it, you need to get it out of commission in some way.

Since a gunshot can attract a guard, use a Chaff Grenade to confuse the camera long enough to grab the bullets. If you need a ration, you can find one behind the stove in the top of the room, while one table holds M9 darts under it and the other has USP bullets under it.

With the room cleared, go through the southeast door, and then run up the stairs to the left to enter the bridge.

Deck-E, the bridge

As Snake enters the bridge a long cut-scene will begin with more troops arriving onto the deck of the Discovery. Snake will have some communications with Otacon, and then you will have control of him. Run over to the west part of the room and open the door to exit out onto the deck of the ship for the fight against Olga, the boss of the demo.

There are actually a couple items you can get in this area that can come in handy. Between two boxes you'll find a pack of M9 darts, while the southwest corner of the area holds a Ration that you can use.

Olga will run around her little area using the boxes and large tarp-covered metal beams for cover. When she peeks her head out to shoot at you, that is the time to strike. You can damage her with either M9 darts or the USP, and head shots are the most damaging. Exactly exactly four shots directly to the head can kill her very quickly. On the other hand, if you shoot other hand, if you shoot her in other parts of her body it can take anywhere from six to eight shots to down her.

To survive this fight, use the boxes to cover and then snipe her when you see her pop her head out. If you want an easier time with the tarp, you can shoot the two fasteners at the bottom of it, and then it will fly away.

At the end of the fight, Olga will appear to be dead, and then Snake will spot a CYPHER spying on them. The CYPHER is a mobile camera that the US uses, which means that Snake and the Russians are not the only ones that are after the Metal Gear...

With that the demo ends, only to be continued in the full version of Metal Gear Solid 2: Sons of Liberty later this year.

